

## Academy Ruins

## Legendary Land

```
{T}: Add {C}.
{1}{U}, {T}: Put target artifact
card from your graveyard on top of
your library.
```

③ ④

Instant

Put target spell or nonland permanent into its owner's library second from the top.

④⑤⑤

## Sorcery

Aftermath (Cast this spell only from your graveyard. Then exile it.)  
Each player shuffles their hand and graveyard into their library, then draws seven cards.

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Sorcery

Aftermath (Cast this spell only from your graveyard. Then exile it.)  
Each player shuffles their hand and graveyard into their library, then draws seven cards.

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(X) (U)

Instant

Counter target spell unless its controller pays {X}. Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

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Counter target spell unless its controller pays {X}. Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

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| <div><div><div>Expedition Map</div><div>1</div></div><div>Artifact</div><div><div>{2}, {T}, Sacrifice this artifact:<br/>Search your library for a land card,<br/>reveal it, put it into your hand,<br/>then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                           | <div><div><div>Expedition Map</div><div>1</div></div><div>Artifact</div><div><div>{2}, {T}, Sacrifice this artifact:<br/>Search your library for a land card,<br/>reveal it, put it into your hand,<br/>then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                           | <div><div><div>Expedition Map</div><div>1</div></div><div>Artifact</div><div><div>{2}, {T}, Sacrifice this artifact:<br/>Search your library for a land card,<br/>reveal it, put it into your hand,<br/>then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Expedition Map</div><div>1</div></div><div>Artifact</div><div><div>{2}, {T}, Sacrifice this artifact:<br/>Search your library for a land card,<br/>reveal it, put it into your hand,<br/>then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Field of Ruin</div></div><div>Land</div><div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land:<br/>Destroy target nonbasic land an<br/>opponent controls. Each player<br/>searches their library for a basic<br/>land card, puts it onto the<br/>battlefield, then shuffles.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Field of Ruin</div></div><div>Land</div><div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land:<br/>Destroy target nonbasic land an<br/>opponent controls. Each player<br/>searches their library for a basic<br/>land card, puts it onto the<br/>battlefield, then shuffles.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div><div>( {T}: Add {U}. )</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                           | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div><div>( {T}: Add {U}. )</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                           |

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| <div><div><div>Oblivion Stone</div><div>3</div></div><div>Artifact</div><div><div>{4}, {T}: Put a fate counter on target permanent.</div><div>{5}, {T}, Sacrifice this artifact: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Relic of Progenitus</div><div>1</div></div><div>Artifact</div><div><div>{T}: Target player exiles a card from their graveyard.</div><div>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>              | <div><div><div>Remand</div><div>1U</div></div><div>Instant</div><div><div>Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.</div><div>Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Remand</div><div>1U</div></div><div>Instant</div><div><div>Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.</div><div>Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
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① ②

({C} represents colorless mana.)  
Target creature gets +3/-3 until end  
of turn.

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② ③

Choose one --

- \* Counter target spell unless its controller pays {3}.
- \* Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

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② ③

Draw three cards. Then discard two cards unless you discard an artifact card.

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② ③

Draw three cards. Then discard two cards unless you discard an artifact card.

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2 U

Draw three cards. Then discard two cards unless you discard an artifact card.

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2 U

Draw three cards. Then discard two cards unless you discard an artifact card.

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8

[+2]: Ugin deals 3 damage to any target.

[-X]: Exile each permanent with mana value X or less that's one or more colors.

[-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.

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8

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| <div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        |
| <div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Urza's Tower

Land - - Urza's Tower

{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.

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## Urza's Tower

Land - - Urza's Tower

**{T}**: Add **{C}**. If you control an Urza's Mine and an Urza's Power-Plant, add **{C}{C}{C}** instead.

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## Urza's Tower

Land -- Urza's Tower

**{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.**

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⊗ ⊗

Artifact Creature -- Construct

This creature enters with X +1/+1 counters on it.

{4}: Put a +1/+1 counter on this creature.

Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

0/0

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## Playtest cards - kiwy - Modern (Modern League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 7/10 - 8 cards - 2.5 x 3.5 in each

⑥

Deathtouch, lifelink  
When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink.

6/6

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6/6

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⊗ ⊗

This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.

[sideboard]

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⊗ ⊗

This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⊗ ⊗

This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.

[sidebar]

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U

Counter target instant spell.

[sideboard]

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| <div>Engineered Explosives (X)</div> <div>Artifact</div> <div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                    | <div>Engineered Explosives (X)</div> <div>Artifact</div> <div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                    | <div>Grafdigger's Cage (1)</div> <div>Artifact</div> <div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                              | <div>Karn Liberated (7)</div> <div>Legendary Planeswalker -- Karn</div> <div>[+4]: Target player exiles a card from their hand.<br/>[-3]: Exile target permanent.<br/>[-14]: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn. Then put those cards onto the battlefield under your control.</div> <div>[sideboard]</div> <div>L 6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Karn Liberated (7)</div> <div>Legendary Planeswalker -- Karn</div> <div>[+4]: Target player exiles a card from their hand.<br/>[-3]: Exile target permanent.<br/>[-14]: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn. Then put those cards onto the battlefield under your control.</div> <div>[sideboard]</div> <div>L 6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Karn Liberated (7)</div> <div>Legendary Planeswalker -- Karn</div> <div>[+4]: Target player exiles a card from their hand.<br/>[-3]: Exile target permanent.<br/>[-14]: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn. Then put those cards onto the battlefield under your control.</div> <div>[sideboard]</div> <div>L 6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Ravenous Trap (2 B B)</div> <div>Instant -- Trap</div> <div>If an opponent had three or more cards put into their graveyard from anywhere this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Exile target player's graveyard.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Ravenous Trap (2 B B)</div> <div>Instant -- Trap</div> <div>If an opponent had three or more cards put into their graveyard from anywhere this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Exile target player's graveyard.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                      |

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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