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| <div><div>Consider</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                 | <div><div>Consider</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                 | <div><div>Consider</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                 | <div><div>Consider</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                 |
| <div><div>Cori-Steel Cutter</div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+1 and has trample and haste.<br/>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)<br/>Equip {1}{R}</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Cori-Steel Cutter</div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+1 and has trample and haste.<br/>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)<br/>Equip {1}{R}</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Cori-Steel Cutter</div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+1 and has trample and haste.<br/>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)<br/>Equip {1}{R}</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Cori-Steel Cutter</div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+1 and has trample and haste.<br/>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)<br/>Equip {1}{R}</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                   | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div>Magic Damper</div><div>Instant</div><div>Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          |
| <div><div>Magic Damper</div><div>Instant</div><div>Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mox Amber</div><div>Legendary Artifact</div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mox Amber</div><div>Legendary Artifact</div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mox Amber</div><div>Legendary Artifact</div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Mox Amber</div><div>⑥</div></div><div>Legendary Artifact</div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div><div>Mox Jasper</div><div>⑥</div></div><div>Legendary Artifact</div><div>{T}: Add one mana of any color. Activate only if you control a Dragon.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            | <div><div><div>Mox Jasper</div><div>⑥</div></div><div>Legendary Artifact</div><div>{T}: Add one mana of any color. Activate only if you control a Dragon.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            | <div><div><div>Mutavault</div></div><div>Token Land</div><div>{T}: Add {C}.<br/>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mutavault</div></div><div>Token Land</div><div>{T}: Add {C}.<br/>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mutavault</div></div><div>Token Land</div><div>{T}: Add {C}.<br/>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mutavault</div></div><div>Token Land</div><div>{T}: Add {C}.<br/>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Opt</div><div>Ⓢ</div></div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               |

## Legendary Land

{T}: Add {U}.  
Channel -- {3}{U}, Discard this  
card: Return target artifact,  
creature, enchantment, or  
planeswalker to its owner's hand.  
This ability costs {1} less to  
activate for each legendary creature  
you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Instant

Until end of turn, target creature gains "{T}: Return target nonland permanent to its owner's hand."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Instant

Until end of turn, target creature gains "{T}: Return target nonland permanent to its owner's hand."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Instant

Until end of turn, target creature gains "{T}: Return target nonland permanent to its owner's hand."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Instant

Until end of turn, target creature gains "{T}: Return target nonland permanent to its owner's hand."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

$$\{T\}: \text{Add } \{U\}.$$

- - - BACK FACE - - -

Land

$$\{T\}: \text{Add } \{R\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

$$\{T\}: \text{Add } \{U\}.$$

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- - - BACK FACE - - -

Land

$$\{T\}: \text{Add } \{R\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

$$\{T\}: \text{Add } \{U\}.$$

- - - BACK FACE - - -

## Land

$$\{T\}: \text{Add } \{R\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

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| <div>Riverglide Pathway</div> <div>Land</div> <div>{T}: Add {U}.</div> <div>1/3</div> <div>--- BACK FACE ---</div> <div>Lavaglide Pathway</div> <div>Land</div> <div>{T}: Add {R}.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <div>Rona, Herald of Invasion 1U</div> <div>Legendary Creature -- Human Wizard</div> <div>Whenever you cast a legendary spell, untap Rona.<br/>{T}: Draw a card, then discard a card.<br/>{5}{B/P}: Transform Rona. Activate only as a sorcery. ({B/P} can be paid with either {B} or 2 life.)</div> <div>1/3</div> <div>--- BACK FACE ---</div> <div>Rona, Tolarian Obliterator</div> <div>Legendary Creature -- Phyrexian Wizard</div> <div>Trample<br/>Whenever a source deals damage to Rona, that source's controller exiles a card from their hand at random. If it's a land card, you may put it onto the battlefield under your control.<br/>Otherwise, you may cast it without paying its mana cost.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Rona, Herald of Invasion 1U</div> <div>Legendary Creature -- Human Wizard</div> <div>Whenever you cast a legendary spell, untap Rona.<br/>{T}: Draw a card, then discard a card.<br/>{5}{B/P}: Transform Rona. Activate only as a sorcery. ({B/P} can be paid with either {B} or 2 life.)</div> <div>1/3</div> <div>--- BACK FACE ---</div> <div>Rona, Tolarian Obliterator</div> <div>Legendary Creature -- Phyrexian Wizard</div> <div>Trample<br/>Whenever a source deals damage to Rona, that source's controller exiles a card from their hand at random. If it's a land card, you may put it onto the battlefield under your control.<br/>Otherwise, you may cast it without paying its mana cost.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Rona, Herald of Invasion 1U</div> <div>Legendary Creature -- Human Wizard</div> <div>Whenever you cast a legendary spell, untap Rona.<br/>{T}: Draw a card, then discard a card.<br/>{5}{B/P}: Transform Rona. Activate only as a sorcery. ({B/P} can be paid with either {B} or 2 life.)</div> <div>1/3</div> <div>--- BACK FACE ---</div> <div>Rona, Tolarian Obliterator</div> <div>Legendary Creature -- Phyrexian Wizard</div> <div>Trample<br/>Whenever a source deals damage to Rona, that source's controller exiles a card from their hand at random. If it's a land card, you may put it onto the battlefield under your control.<br/>Otherwise, you may cast it without paying its mana cost.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Rona, Herald of Invasion 1U</div> <div>Legendary Creature -- Human Wizard</div> <div>Whenever you cast a legendary spell, untap Rona.<br/>{T}: Draw a card, then discard a card.<br/>{5}{B/P}: Transform Rona. Activate only as a sorcery. ({B/P} can be paid with either {B} or 2 life.)</div> <div>1/3</div> <div>--- BACK FACE ---</div> <div>Rona, Tolarian Obliterator</div> <div>Legendary Creature -- Phyrexian Wizard</div> <div>Trample<br/>Whenever a source deals damage to Rona, that source's controller exiles a card from their hand at random. If it's a land card, you may put it onto the battlefield under your control.<br/>Otherwise, you may cast it without paying its mana cost.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Sea Gate Restoration 4UUUU</div> <div>Sorcery</div> <div>Draw cards equal to the number of cards in your hand plus one. You have no maximum hand size for the rest of the game.</div> <div>5/5</div> <div>--- BACK FACE ---</div> <div>Sea Gate, Reborn</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {U}.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                            | <div>Sleight of Hand U</div> <div>Sorcery</div> <div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div> <div>5/5</div> <div>--- BACK FACE ---</div> <div>Sleight of Hand</div> <div>Sorcery</div> <div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                       | <div>Sleight of Hand U</div> <div>Sorcery</div> <div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div> <div>5/5</div> <div>--- BACK FACE ---</div> <div>Sleight of Hand</div> <div>Sorcery</div> <div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                       |

Playtest cards - HardSci - Pioneer (?25????????????V????)

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 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Sleight of Hand</div><div>Ⓢ</div></div> <div>Sorcery</div> <div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sleight of Hand</div><div>Ⓢ</div></div> <div>Sorcery</div> <div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Spirebluff Canal</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                    | <div><div>Spirebluff Canal</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                    |
| <div><div>Spirebluff Canal</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        | <div><div>Spirebluff Canal</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        | <div><div>Steam Vents</div></div> <div>Land -- Island Mountain</div> <div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Steam Vents</div></div> <div>Land -- Island Mountain</div> <div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><div>{T}: Add {U} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>           | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><div>{T}: Add {U} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>           | <div><div>Stock Up<div>2U</div></div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                   | <div><div>Stock Up<div>2U</div></div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                            |
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| <b>Valley Floodcaller</b> (2)(U)<br>Creature -- Otter Wizard<br>Flash<br>You may cast noncreature spells as though they had flash.<br>Whenever you cast a noncreature spell, Birds, Frogs, Otters, and Rats you control get +1/+1 until end of turn. Untap them.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Valley Floodcaller</b> (2)(U)<br>Creature -- Otter Wizard<br>Flash<br>You may cast noncreature spells as though they had flash.<br>Whenever you cast a noncreature spell, Birds, Frogs, Otters, and Rats you control get +1/+1 until end of turn. Untap them.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Vivi Ornitier</b> (1)(U)(R)<br>Legendary Creature -- Wizard<br>{0}: Add X mana in any combination of {U} and/or {R}, where X is Vivi Ornitier's power. Activate only during your turn and only once each turn.<br>Whenever you cast a noncreature spell, put a +1/+1 counter on Vivi Ornitier and it deals 1 damage to each opponent.<br>0/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Vivi Ornitier</b> (1)(U)(R)<br>Legendary Creature -- Wizard<br>{0}: Add X mana in any combination of {U} and/or {R}, where X is Vivi Ornitier's power. Activate only during your turn and only once each turn.<br>Whenever you cast a noncreature spell, put a +1/+1 counter on Vivi Ornitier and it deals 1 damage to each opponent.<br>0/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev            |
| <b>Abrade</b> (1)(R)<br>Instant<br>Choose one --<br>* Abrade deals 3 damage to target creature.<br>* Destroy target artifact.<br>[sideboard]<br>0/8<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                     | <b>Aether Gust</b> (1)(U)<br>Instant<br>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.<br>[sideboard]<br>0/8<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                            | <b>Caelorna, Coral Tyrant</b> (1)(U)<br>Legendary Creature -- Octopus<br>[sideboard]<br>0/8<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                     | <b>Ghost Vacuum</b> (1)<br>Artifact<br>{T}: Exile target card from a graveyard.<br>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.<br>[sideboard]<br>0/8<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div>Into the Flood Maw</div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br/>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         | <div><div>Into the Flood Maw</div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br/>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Into the Flood Maw</div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br/>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mystical Dispute</div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Ral, Crackling Wit</div><div>Legendary Planeswalker -- Ral</div><div>Whenever you cast a noncreature spell, put a loyalty counter on Ral.<br/>[+1]: Create a 1/1 blue and red Otter creature token with prowess.<br/>[-3]: Draw three cards, then discard two cards.<br/>[-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm."<br/>(Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                              | <div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                              | <div><div>Swan Song</div><div>Instant</div><div>Counter target enchantment, instant, or sorcery spell. Its controller creates a 2/2 blue Bird creature token with flying.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     |

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| <div> <div> <b>Unable to Scream</b> <span>U</span> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature</p> <p>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.</p> <p>As long as enchanted creature is face down, it can't be turned face up.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Unable to Scream</b> <span>U</span> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature</p> <p>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.</p> <p>As long as enchanted creature is face down, it can't be turned face up.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Weathered Runestone</b> <span>2</span> </div> <div> <div>Artifact</div> <div> <p>Nonland permanent cards in graveyards and libraries can't enter the battlefield.</p> <p>Players can't cast spells from graveyards or libraries.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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Playtest cards - HardSci - Pioneer (?25????????????V????)

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 10/10 - 3 cards - 2.5 x 3.5 in each