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| <div><div><div>Aether Spellbomb</div><div>①</div></div><div>Artifact</div><div>{U}, Sacrifice this artifact: Return target creature to its owner's hand.<br/>{1}, Sacrifice this artifact: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                        | <div><div><div>Boomerang Basics</div><div>Ⓢ</div></div><div>Sorcery -- Lesson</div><div>Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                    | <div><div><div>Boomerang Basics</div><div>Ⓢ</div></div><div>Sorcery -- Lesson</div><div>Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                    | <div><div><div>Cori-Steel Cutter</div><div>①Ⓡ</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |
| <div><div><div>Cori-Steel Cutter</div><div>①Ⓡ</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cori-Steel Cutter</div><div>①Ⓡ</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cori-Steel Cutter</div><div>①Ⓡ</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Emry, Lurker of the Loch</div><div>②Ⓢ</div></div><div>Legendary Creature -- Merfolk Wizard</div><div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br/>When Emry enters, mill four cards.<br/>{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Emry, Lurker of the Loch</b> (2)(U)<br><hr/> Legendary Creature -- Merfolk Wizard<br><hr/> Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br>When Emry enters, mill four cards.<br>{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Emry, Lurker of the Loch</b> (2)(U)<br><hr/> Legendary Creature -- Merfolk Wizard<br><hr/> Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br>When Emry enters, mill four cards.<br>{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Emry, Lurker of the Loch</b> (2)(U)<br><hr/> Legendary Creature -- Merfolk Wizard<br><hr/> Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br>When Emry enters, mill four cards.<br>{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Fiery Islet</b><br><hr/> Land<br><hr/> {T}, Pay 1 life: Add {U} or {R}.<br>{1}, {T}, Sacrifice this land: Draw a card.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                            |
| <b>Flame of Anor</b> (1)(U)(R)<br><hr/> Instant<br><hr/> Choose one. If you control a Wizard as you cast this spell, you may choose two instead.<br>* Target player draws two cards.<br>* Destroy target artifact.<br>* Flame of Anor deals 5 damage to target creature.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                   | <b>Flame of Anor</b> (1)(U)(R)<br><hr/> Instant<br><hr/> Choose one. If you control a Wizard as you cast this spell, you may choose two instead.<br>* Target player draws two cards.<br>* Destroy target artifact.<br>* Flame of Anor deals 5 damage to target creature.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                   | <b>Island</b><br><hr/> Basic Land -- Island<br><hr/> ({T}: Add {U}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                       | <b>Metallic Rebuke</b> (2)(U)<br><hr/> Instant<br><hr/> Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)<br>Counter target spell unless its controller pays {3}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

## Metallic Rebuke

② ③

Instant

```

Improvise (Your artifacts can help
cast this spell. Each artifact you
tap after you're done activating
mana abilities pays for {1}.)
Counter target spell unless its
controller pays {3}.

```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2 U

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Improvise (Your artifacts can help
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Counter target spell unless its
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```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mishra's Bauble

①

Artifact

[T], Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Mishra's Bauble

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Artifact

{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

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## Mountain

Basic Land -- Mountain

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

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Playtest cards - SoggiestCheerio - 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 3/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div><div><div><div></div><div><b>Mox Amber</b></div><div>⑥</div></div><div><div>Legendary Artifact</div><div><div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div></div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>            | <div><div><div><div><div><div></div><div><b>Mox Amber</b></div><div>⑥</div></div><div><div>Legendary Artifact</div><div><div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div></div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>            | <div><div><div><div><div><div></div><div><b>Mox Amber</b></div><div>⑥</div></div><div><div>Legendary Artifact</div><div><div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div></div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>            | <div><div><div><div><div><div></div><div><b>Mox Opal</b></div><div>⑥</div></div><div><div>Legendary Artifact</div><div><div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div></div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                  |
| <div><div><div><div><div><div></div><div><b>Mox Opal</b></div><div>⑥</div></div><div><div>Legendary Artifact</div><div><div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div></div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div><div><div><div></div><div><b>Mox Opal</b></div><div>⑥</div></div><div><div>Legendary Artifact</div><div><div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div></div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div><div><div><div></div><div><b>Mox Opal</b></div><div>⑥</div></div><div><div>Legendary Artifact</div><div><div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div></div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div><div><div><div></div><div><b>Otawara, Soaring City</b></div><div></div></div><div><div>Legendary Land</div><div><div><div>{T}: Add {U}.<br/>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.</div></div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

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| <div><div>Preordain</div><div>U</div></div> <div>Sorcery</div> <div>Scry 2, then draw a card. (To 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.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Preordain</div><div>U</div></div> <div>Sorcery</div> <div>Scry 2, then draw a card. (To 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.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Quantum Riddler</div><div>3UU</div></div> <div>Creature -- Sphinx</div> <div>Flying</div> <div>When this creature enters, draw a card.</div> <div>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.</div> <div>Warp {1}{U}</div> <div><div>4/6</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Quantum Riddler</div><div>3UU</div></div> <div>Creature -- Sphinx</div> <div>Flying</div> <div>When this creature enters, draw a card.</div> <div>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.</div> <div>Warp {1}{U}</div> <div><div>4/6</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Repeal</div><div>XU</div></div> <div>Instant</div> <div>Return target nonland permanent with mana value X to its owner's hand.</div> <div>Draw a card.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                  | <div><div>Repeal</div><div>XU</div></div> <div>Instant</div> <div>Return target nonland permanent with mana value X to its owner's hand.</div> <div>Draw a card.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                  | <div><div>Scalding Tarn</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                | <div><div>Scalding Tarn</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                |

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| <div>Scalding Tarn</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Scalding Tarn</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Soul-Guide Lantern①</div> <div>Artifact</div> <div>When this artifact enters, exile target card from a graveyard.<br/>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Spirebluff Canal</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>Spirebluff Canal</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>Steam Vents</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>Steam Vents</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>Tamiyo, Inquisitive Student</div> <div>Card</div> <div></div> <div>----- OTHER FACE -----</div> <div>Tamiyo, Inquisitive Student</div> <div>Card</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div><div></div><div><div>----- OTHER FACE -----</div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div><div></div><div><div>----- OTHER FACE -----</div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div><div></div><div><div>----- OTHER FACE -----</div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div><div>Thundering Falls</div><div>Land -- Island Mountain</div></div><div><div>({T}: Add {U} or {R}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Unholy Heat</div><div>Instant</div></div><div><div>Unholy Heat deals 2 damage to target creature or planeswalker.<br/>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Unholy Heat</div><div>Instant</div></div><div><div>Unholy Heat deals 2 damage to target creature or planeswalker.<br/>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Unholy Heat</div><div>Instant</div></div><div><div>Unholy Heat deals 2 damage to target creature or planeswalker.<br/>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Unholy Heat</div><div>Instant</div></div><div><div>Unholy Heat deals 2 damage to target creature or planeswalker.<br/>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          |

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| <div><div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Blood Moon</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>2R</div></div>                                                                                                                                                                                                                                                                                                                                                                            | <div><div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>U</div></div>                                                                                                                                                                                                           | <div><div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>U</div></div>                                                                                                                                                                                                           | <div><div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>U</div></div>                                                                                                                                                                                                           |



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| <b>Fire Magic</b> <span>(R)</span><br>Instant<br>Tiered (Choose one additional cost.)<br>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.<br>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.<br>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Fire Magic</b> <span>(R)</span><br>Instant<br>Tiered (Choose one additional cost.)<br>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.<br>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.<br>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Force of Negation</b> <span>(1)(U)(U)</span><br>Instant<br>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Force of Negation</b> <span>(1)(U)(U)</span><br>Instant<br>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Grafdigger's Cage</b> <span>(1)</span><br>Artifact<br>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                | <b>Magus of the Moon</b> <span>(2)(R)</span><br>Creature -- Human Wizard<br>Nonbasic lands are Mountains.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                | <b>Mystical Dispute</b> <span>(2)(U)</span><br>Instant<br>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                            | <b>Mystical Dispute</b> <span>(2)(U)</span><br>Instant<br>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                            |

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| <div> <div>Pithing Needle</div> <div>1</div> </div> <div>Artifact</div> <div> <p>As this artifact enters, choose a card name.</p> <p>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Shadowspear</div> <div>1</div> </div> <div>Legendary Artifact -- Equipment</div> <div> <p>Equipped creature gets +1/+1 and has trample and lifelink.</p> <p>{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.</p> <p>Equip {2}</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Vandalblast</div> <div>R</div> </div> <div>Sorcery</div> <div> <p>Destroy target artifact you don't control.</p> <p>Overload {4}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - SoggiestCheerio - 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 10/10 - 3 cards - 2.5 x 3.5 in each