

<div> Archmage's Charm ⓪⓪⓪ </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> * Counter target spell. * Target player draws two cards. * Gain control of target nonland permanent with mana value 1 or less. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Archmage's Charm ⓪⓪⓪ </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> * Counter target spell. * Target player draws two cards. * Gain control of target nonland permanent with mana value 1 or less. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Counterspell ⓪⓪ </div> <div> Instant </div> <div> Counter target spell. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Counterspell ⓪⓪ </div> <div> Instant </div> <div> Counter target spell. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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<div> <div>Disrupting Shoal</div> <div> <div>X</div> <div>U</div> <div>U</div> </div> </div> <div>Instant -- Arcane</div> <div> <p>You may exile a blue card with mana value X from your hand rather than pay this spell's mana cost. Counter target spell if its mana value is X.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Disrupting Shoal</div> <div> <div>X</div> <div>U</div> <div>U</div> </div> </div> <div>Instant -- Arcane</div> <div> <p>You may exile a blue card with mana value X from your hand rather than pay this spell's mana cost. Counter target spell if its mana value is X.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Flame of Anor</div> <div> <div>1</div> <div>U</div> <div>R</div> </div> </div> <div>Instant</div> <div> <p>Choose one. If you control a Wizard as you cast this spell, you may choose two instead.</p> <ul style="list-style-type: none"> * Target player draws two cards. * Destroy target artifact. * Flame of Anor deals 5 damage to target creature. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Flame of Anor</div> <div> <div>1</div> <div>U</div> <div>R</div> </div> </div> <div>Instant</div> <div> <p>Choose one. If you control a Wizard as you cast this spell, you may choose two instead.</p> <ul style="list-style-type: none"> * Target player draws two cards. * Destroy target artifact. * Flame of Anor deals 5 damage to target creature. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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<div><div><div>Island</div><div>Basic Land -- Island</div><div>({T} : Add {U} .)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Island</div><div>Basic Land -- Island</div><div>({T} : Add {U} .)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Island</div><div>Basic Land -- Island</div><div>({T} : Add {U} .)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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①

ⓑ

Flash
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

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①

B

Flash
When this creature enters and
whenever an opponent draws a card
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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1/1

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

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{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

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<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Sink into Stupor</div><div>1UU</div></div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div><div>----- BACK FACE -----</div><div><div>Soporific Springs</div></div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<p>Sink into Stupor (1)(U)(U)</p> <p>Instant</p> <p>Return target spell or nonland permanent an opponent controls to its owner's hand.</p> <p>----- BACK FACE -----</p> <p>Soporific Springs</p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sink into Stupor (1)(U)(U)</p> <p>Instant</p> <p>Return target spell or nonland permanent an opponent controls to its owner's hand.</p> <p>----- BACK FACE -----</p> <p>Soporific Springs</p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Snapcaster Mage (1)(U)</p> <p>Creature -- Human Wizard</p> <p>Flash</p> <p>When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Snapcaster Mage (1)(U)</p> <p>Creature -- Human Wizard</p> <p>Flash</p> <p>When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Snapcaster Mage (1)(U)</p> <p>Creature -- Human Wizard</p> <p>Flash</p> <p>When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Snapcaster Mage (1)(U)</p> <p>Creature -- Human Wizard</p> <p>Flash</p> <p>When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Spell Snare (U)</p> <p>Instant</p> <p>Counter target spell with mana value 2.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Spell Snare (U)</p> <p>Instant</p> <p>Counter target spell with mana value 2.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>({T}): Add {U} or {R}.) 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><div>Steam Vents</div><div>Land -- Island Mountain</div><div>({T}): Add {U} or {R}.) 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><div>Tamiyo, Inquisitive Student</div><div>Card</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>Tamiyo, Inquisitive Student</div><div>Card</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>Tamiyo, Inquisitive Student</div><div>Card</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>

Tamiyo, Inquisitive Student

Card

- - - OTHER FACE - - -

Tamiyo, Inquisitive Student

Card

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Thundering Falls

Land - - Island Mountain

({{T}}: Add {{U}} or {{R}}.)
This land enters tapped.
When this land enters, surveil 1.
(Look at the top card of your
library. You may put it into your
graveyard.)

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Undercity Sewers

Land - - Island Swamp

({{T}}: Add {{U}} or {{B}}.)
This land enters tapped.
When this land enters, surveil 1.
(Look at the top card of your
library. You may put it into your
graveyard.)

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Watery Grave

Land - - Island Swamp

((T): Add {U} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Consign to Memory (U)

U

Instant

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consign to Memory (U)

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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.

[sidebar]

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Magus of the Moon (2)(R)

② ③

Creature -- Human Wizard

Nonbasic lands are Mountains.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magus of the Moon (2R)

② ③

Creature -- Human Wizard

Nonbasic lands are Mountains.

[sideboard]

2/2

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Playtest cards - TheDarkDice - 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 8/10 - 8 cards - 2.5 x 3.5 in each

①

{T}, Sacrifice this artifact: Exile target player's graveyard.
When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.

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①

{T}, Sacrifice this artifact: Exile target player's graveyard.
When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.

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3 R R

This spell costs {1} less to cast for each land your opponents control that could produce {C}.

When this creature enters, destroy target nonbasic land an opponent controls.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4/4

3 R R

This spell costs {1} less to cast for each land your opponents control that could produce {C}.

When this creature enters, destroy target nonbasic land an opponent controls.

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4/4

®

Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.

Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/1

U

Counter target creature spell with power or toughness 2 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target creature spell with power or toughness 2 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

As an additional cost to cast this spell, pay X life.
All creatures get -X/-X until end of turn.

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All creatures get -X/-X until end of turn.

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