

**Playtest cards - Goddard, Sean - Modern (Axion Now MEGA Modern)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

① ②

When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)

0/3

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0/3

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① U U

You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.  
Counter target spell.

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④

**{3}, {T}:** Reveal cards from the top of your library until you reveal a land card. This artifact deals damage equal to the number of nonland cards revealed this way to any target. If the revealed land card was a Mountain, this artifact deals double that damage instead. Put the revealed cards on the bottom of your library in any order.

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| <div>Goblin Charbelcher (4)</div> <div>Artifact</div> <div>{3}, {T}: Reveal cards from the top of your library until you reveal a land card. This artifact deals damage equal to the number of nonland cards revealed this way to any target. If the revealed land card was a Mountain, this artifact deals double that damage instead. Put the revealed cards on the bottom of your library in any order.</div> <div>1/4</div> <div>----- BACK FACE -----</div> <div>Hydroelectric Laboratory</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 PLAY botbox.dev</div> | <div>Hydroelectric Specimen (2U)</div> <div>Creature -- Weird</div> <div>Flash</div> <div>When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature.</div> <div>1/4</div> <div>----- BACK FACE -----</div> <div>Hydroelectric Laboratory</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 PLAY botbox.dev</div> | <div>Hydroelectric Specimen (2U)</div> <div>Creature -- Weird</div> <div>Flash</div> <div>When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature.</div> <div>1/4</div> <div>----- BACK FACE -----</div> <div>Hydroelectric Laboratory</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 PLAY botbox.dev</div> | <div>Hydroelectric Specimen (2U)</div> <div>Creature -- Weird</div> <div>Flash</div> <div>When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature.</div> <div>1/4</div> <div>----- BACK FACE -----</div> <div>Hydroelectric Laboratory</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 PLAY botbox.dev</div> |
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| <div><div>Lotus Bloom</div><div>Artifact</div><div>Suspend 3--{0} (Rather than cast this card from your hand, pay {0} and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)<br/>{T}, Sacrifice this artifact: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lotus Bloom</div><div>Artifact</div><div>Suspend 3--{0} (Rather than cast this card from your hand, pay {0} and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)<br/>{T}, Sacrifice this artifact: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div>Lotus Bloom</div><div>Artifact</div><div>Suspend 3--{0} (Rather than cast this card from your hand, pay {0} and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)<br/>{T}, Sacrifice this artifact: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div>Lotus Bloom</div><div>Artifact</div><div>Suspend 3--{0} (Rather than cast this card from your hand, pay {0} and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)<br/>{T}, Sacrifice this artifact: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                |
| <div><div>Razorgrass Ambush<div>①W</div></div><div>Instant</div><div>Razorgrass Ambush deals 3 damage to target attacking or blocking creature.</div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Razorgrass Field</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                    | <div><div>Sea Gate Restoration<div>④UUUU</div></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>-----<br/>- - - BACK FACE - - -</div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Sea Gate Restoration<div>④UUUU</div></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>-----<br/>- - - BACK FACE - - -</div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Sea Gate Restoration<div>④UUUU</div></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>-----<br/>- - - BACK FACE - - -</div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div> <div>Stern Scolding</div> <div> <div>Instant</div> <div>Counter target creature spell with power or toughness 2 or less.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                   | <div> <div>Stern Scolding</div> <div> <div>Instant</div> <div>Counter target creature spell with power or toughness 2 or less.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                   | <div> <div>Suppression Ray</div> <div> <div>Sorcery</div> <div>Tap all creatures target player controls. You may pay any amount of {E}. If you do, choose up to that many creatures tapped this way. Put a stun counter on each of them. (If a permanent with a stun counter would become untapped, remove one from it instead.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                               | <div> <div>Suppression Ray</div> <div> <div>Sorcery</div> <div>Tap all creatures target player controls. You may pay any amount of {E}. If you do, choose up to that many creatures tapped this way. Put a stun counter on each of them. (If a permanent with a stun counter would become untapped, remove one from it instead.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                               |
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| <div><div><div>Tameshi, Reality Architect</div><div><div>2</div><div>U</div></div></div><div>Legendary Creature -- Moonfolk Wizard</div><div>Whenever one or more noncreature permanents are returned to hand, draw a card. This ability triggers only once each turn.<br/>{X}{W}, Return a land you control to its owner's hand: Return target artifact or enchantment card with mana value X or less from your graveyard to the battlefield.<br/>Activate only as a sorcery.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div><div>Tameshi, Reality Architect</div><div><div>2</div><div>U</div></div></div><div>Legendary Creature -- Moonfolk Wizard</div><div>Whenever one or more noncreature permanents are returned to hand, draw a card. This ability triggers only once each turn.<br/>{X}{W}, Return a land you control to its owner's hand: Return target artifact or enchantment card with mana value X or less from your graveyard to the battlefield.<br/>Activate only as a sorcery.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div><div>Thundertrap Trainer</div><div><div>1</div><div>U</div></div></div><div>Creature -- Otter Wizard</div><div>Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thundertrap Trainer</div><div><div>1</div><div>U</div></div></div><div>Creature -- Otter Wizard</div><div>Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div>Whir of Invention</div><div><div>X</div><div>U</div><div>U</div><div>U</div></div><div>Instant</div><div>Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)<br/>Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Whir of Invention</div><div><div>X</div><div>U</div><div>U</div><div>U</div></div><div>Instant</div><div>Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)<br/>Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Whir of Invention</div><div><div>X</div><div>U</div><div>U</div><div>U</div></div><div>Instant</div><div>Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)<br/>Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Whir of Invention</div><div><div>X</div><div>U</div><div>U</div><div>U</div></div><div>Instant</div><div>Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)<br/>Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Consign to Memory</div><div><div>U</div></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.)<br/>Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Consign to Memory</div><div><div>U</div></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.)<br/>Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Flusterstorm</div><div><div>U</div></div><div>Instant</div><div>Counter target instant or sorcery spell unless its controller pays {1}.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                  | <div><div>Flusterstorm</div><div><div>U</div></div><div>Instant</div><div>Counter target instant or sorcery spell unless its controller pays {1}.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                  |

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| <p><b>Force of Negation</b> ①④④</p> <p>Instant</p> <p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                          | <p><b>Harbinger of the Seas</b> ①④④</p> <p>Creature -- Merfolk Wizard</p> <p>Nonbasic lands are Islands.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Harbinger of the Seas</b> ①④④</p> <p>Creature -- Merfolk Wizard</p> <p>Nonbasic lands are Islands.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                   | <p><b>Harbinger of the Seas</b> ①④④</p> <p>Creature -- Merfolk Wizard</p> <p>Nonbasic lands are Islands.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                      |
| <p><b>Into the Flood Maw</b> ④</p> <p>Instant</p> <p>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.) 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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Mountain</b></p> <p>Basic Land -- Mountain</p> <p>([T]: Add [R].)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                             | <p><b>Portable Hole</b> ④</p> <p>Artifact</p> <p>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Snapback</b> ①④</p> <p>Instant</p> <p>You may exile a blue card from your hand rather than pay this spell's mana cost. Return target creature to its owner's hand.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div> <div> <b>Stern Scolding</b> <div>U</div> </div> <div> Instant </div> <div> Counter target creature spell with power or toughness 2 or less. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Stock Up</b> <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> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Tormod's Crypt</b> <div>0</div> </div> <div> Artifact </div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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