

**Playtest cards - Badcookie - Modern (Modern Challenge 64)** 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.

X U U

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.

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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.)

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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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Nonbasic lands are Islands.

2/2

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① U U

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div> <b>Harbinger of the Seas</b> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div>Nonbasic lands are Islands.</div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                              | <div> <div> <b>Harbinger of the Seas</b> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div>Nonbasic lands are Islands.</div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                              | <div> <div> <b>Hydroelectric Specimen</b> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Weird</div> <div>Flash<br/>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> <div> <div>BACK FACE</div> <div> <b>Hydroelectric Laboratory</b> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Hydroelectric Specimen</b> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Weird</div> <div>Flash<br/>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> <div> <div>BACK FACE</div> <div> <b>Hydroelectric Laboratory</b> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |
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| <b>Thundertrap Trainer</b> 1U<br><hr/> Creature -- Otter Wizard<br><hr/> 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.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Thundertrap Trainer</b> 1U<br><hr/> Creature -- Otter Wizard<br><hr/> 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.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Unable to Scream</b> U<br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.<br>As long as enchanted creature is face down, it can't be turned face up.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Unable to Scream</b> U<br><hr/> Enchantment -- Aura<br><hr/> Enchant creature<br>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.<br>As long as enchanted creature is face down, it can't be turned face up.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Consign to Memory</b> U<br><hr/> Instant<br><hr/> 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.<br><br>[sideboard]<br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                      | <b>Consign to Memory</b> U<br><hr/> Instant<br><hr/> 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.<br><br>[sideboard]<br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                      | <b>Consign to Memory</b> U<br><hr/> Instant<br><hr/> 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.<br><br>[sideboard]<br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                            | <b>Flusterstorm</b> U<br><hr/> Instant<br><hr/> 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.)<br><br>[sideboard]<br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                        |

U

Counter target instant or sorcery spell unless its controller pays {1}.

Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

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① U U

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.

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U

Replicate {U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Tap target permanent.

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U

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.

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U

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

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2 U U U

Flash  
Creature cards you own that aren't  
on the battlefield have flash.  
Each opponent can cast spells only  
any time they could cast a sorcery.

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3/4



**Playtest cards - Badcookie - Modern (Modern Challenge 64)**

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 - 2 cards - 2.5 x 3.5 in each