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```
{U}, Sacrifice this artifact: Return
target creature to its owner's hand.
{1}, Sacrifice this artifact: Draw a
card.
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Land - - Forest Island

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

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Land - - Forest Island

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

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## Land - - Mountain Forest

(**{T}**: Add **{R}** or **{G}**.)  
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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②③

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)  
When Emry enters, mill four cards.  
{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)

**1/2**

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②③

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**1/2**

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1/2

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{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)

1/2

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Draw two cards, then discard two cards.

Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Draw two cards, then discard two cards.

Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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②

{T}, Sacrifice an artifact: Target player mills three cards.  
Whenever an artifact enters, you may untap this artifact.

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Whenever an artifact enters, you may untap this artifact.

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Whenever an artifact enters, you may untap this artifact.

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①

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

1/1

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① ② G

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

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① ⑥

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| <b>Malevolent Rumble</b> ①⑥<br><hr/> Sorcery<br><hr/> Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." | <b>Malevolent Rumble</b> ①⑥<br><hr/> Sorcery<br><hr/> Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." | <b>Mishra's Bauble</b> ⑨<br><hr/> Artifact<br><hr/> {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. | <b>Mishra's Bauble</b> ⑨<br><hr/> Artifact<br><hr/> {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                                                                                                                                                                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                         | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                         |
| <b>Mishra's Bauble</b> ⑨<br><hr/> Artifact<br><hr/> {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.                                                                                                | <b>Mishra's Bauble</b> ⑨<br><hr/> Artifact<br><hr/> {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.                                                                                                | <b>Mountain</b><br><hr/> Basic Land -- Mountain<br><hr/> ({T}: Add {R}.)                                                                                                                   | <b>Mox Amber</b> ⑨<br><hr/> Legendary Artifact<br><hr/> {T}: Add one mana of any color among legendary creatures and planeswalkers you control.                                            |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                         | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                         |

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| <div><div><div><div><div><div></div><div><b>Mox Amber</b></div><div>⑥</div></div></div><div><div>Legendary Artifact</div><div><div><div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>            | <div><div><div><div><div><div></div><div><b>Mox Amber</b></div><div>⑥</div></div></div><div><div>Legendary Artifact</div><div><div><div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>            | <div><div><div><div><div><div></div><div><b>Mox Opal</b></div><div>⑥</div></div></div><div><div>Legendary Artifact</div><div><div><div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                 | <div><div><div><div><div><div></div><div><b>Mox Opal</b></div><div>⑥</div></div></div><div><div>Legendary Artifact</div><div><div><div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                 |
| <div><div><div><div><div><div></div><div><b>Mox Opal</b></div><div>⑥</div></div></div><div><div>Legendary Artifact</div><div><div><div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Mox Opal</b></div><div>⑥</div></div></div><div><div>Legendary Artifact</div><div><div><div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Preordain</b></div><div>Ⓢ</div></div></div><div><div>Sorcery</div><div><div><div></div></div></div><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></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><b>Preordain</b></div><div>Ⓢ</div></div></div><div><div>Sorcery</div><div><div><div></div></div></div><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></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Preordain</div><div>U</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>Preordain</div><div>U</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>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>                                                                                                                                           | <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>                                                                                                                                           |
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| <div><div>Sink into Stupor①UUU</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>Soporific Springs</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> | <div><div>Sink into Stupor①UUU</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>Soporific Springs</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> | <div><div>Soul-Guide Lantern①</div><div>Artifact</div><div>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spell SnareU</div><div>Instant</div><div>Counter target spell with mana value 2.</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}.)<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><div>Tamiyo, Inquisitive Student</div><div>Card</div><div>----- OTHER FACE -----</div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                | <div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div>----- OTHER FACE -----</div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                               | <div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div>----- OTHER FACE -----</div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Tamiyo, Inquisitive Student</div> <div>Card</div> <div> <div>----- OTHER FACE -----</div> <div>Tamiyo, Inquisitive Student</div> <div>Card</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                           | <div> <div>Thassa's Oracle</div> <div> <div>⓪</div> <div>ⓤ</div> </div> <div>Creature -- Merfolk Wizard</div> <div> <p>When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)</p> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Underworld Breach</div> <div> <div>1</div> <div>R</div> </div> <div>Enchantment</div> <div> <p>Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)</p> <p>At the beginning of the end step, sacrifice this enchantment.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                | <div> <div>Underworld Breach</div> <div> <div>1</div> <div>R</div> </div> <div>Enchantment</div> <div> <p>Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)</p> <p>At the beginning of the end step, sacrifice this enchantment.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                |
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| <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 PLAY    botbox.dev</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 PLAY    botbox.dev</div> | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                     | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                     |
| <div>Boseiju, Who Endures</div> <div>Legendary Land</div> <div>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</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 PLAY    botbox.dev</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 PLAY    botbox.dev</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 PLAY    botbox.dev</div> |

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

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| <div> <div>Consign to Memory</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.) Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Flame of Anor</div> <div>1UR</div> </div> <div>Instant</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Grapeshot</div> <div>1R</div> </div> <div>Sorcery</div> <div>Grapeshot deals 1 damage to any target.<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>Mystical Dispute</div> <div>2U</div> </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>Nature's Claim</div> <div>G</div> </div> <div>Instant</div> <div>Destroy target artifact or enchantment. Its controller gains 4 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                            | <div> <div>Nature's Claim</div> <div>G</div> </div> <div>Instant</div> <div>Destroy target artifact or enchantment. Its controller gains 4 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                | <div> <div>Pithing Needle</div> <div>1</div> </div> <div>Artifact</div> <div>As this artifact enters, choose a card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>               | <div> <div>Spell Snare</div> <div>U</div> </div> <div>Instant</div> <div>Counter target spell with mana value 2.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                      |

Playtest cards - NathanOfTheGiltLeaf - 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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Unholy Heat</div> <div>Instant</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unholy Heat</div> <div>Instant</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unholy Heat</div> <div>Instant</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |  |
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