Architects of Will (2)(U)(B)

Artifact Creature -- Human Wizard

When this creature enters, look at the top three cards of target player's library, then put them back in any order.
Cycling {U/B} ({U/B}, Discard this card: Draw a card.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cycling {U/B} ({U/B}, Discard this card: Draw a card.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barren Moor

Land

This land enters tapped.
{T}: Add {B}.
Cycling {B} ({B}, Discard this card: Draw a card.)

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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.

Blood Celebrant {B}

Creature -- Human Cleric

{B}, Pay 1 life: Add one mana of any color.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Ritual {1}{B}

Instant

Add {B}{B}{B}.
Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Ritual {1}{B}

Instant

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Instant

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Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual {B}

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual {B}

Instant

Add {B}{B}{B}.

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Add {B}{B}{B}.

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Dark Ritual {B}

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drannith Healer {1}{W}

Creature -- Human Cleric

Whenever you cycle another card, you gain 1 life.
Cycling {1} ({1}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cycling {1} ({1}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drannith Stinger {1}{R}

Creature -- Human Wizard

Whenever you cycle another card, this creature deals 1 damage to each opponent.
Cycling {1} ({1}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drannith Stinger {1}{R}

Creature -- Human Wizard

Whenever you cycle another card, this creature deals 1 damage to each opponent.
Cycling {1} ({1}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drannith Stinger {1}{R}

Creature -- Human Wizard

Whenever you cycle another card, this creature deals 1 damage to each opponent.
Cycling {1} ({1}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Drannith Stinger — 1R

Creature -- Human Wizard

Whenever you cycle another card, this creature deals 1 damage to each opponent.
Cycling {1} ({1}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horror of the Broken Lands — 4B

Creature -- Horror

Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn.
Cycling {B} ({B}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Imposing Vantasaur — 5W

Creature -- Dinosaur

Vigilance
Cycling {1} ({1}, Discard this card: Draw a card.)

3/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/6

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3/6

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Cycling {1} ({1}, Discard this card: Draw a card.)

3/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal — 0

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PedroRocha - Cycle Storm (Pauper League) sheet 4/10 - 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.

Lotus Petal (0)

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Reaping the Graves (2)(B)

Instant

Return target creature card from your graveyard to your hand.
Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repository Skaab (3)(U)

Creature -- Zombie

Exploit (When this creature enters, you may sacrifice a creature.)
When this creature exploits a creature, return target instant or sorcery card from your graveyard to your hand.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PedroRocha - Cycle Storm (Pauper League) sheet 5/10 - 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.

Rowan's Grim Search (2)(B)

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
If this spell was bargained, look at the top four cards of your library, then put up to two of them back on top of your library in any order and the rest into your graveyard.
You draw two cards and you lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seat of the Synod

Artifact Land

{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Songs of the Damned {B}

Instant

Add {B} for each creature card in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Add {B} for each creature card in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Street Wraith {3}{B}{B}

Creature -- Wraith

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PedroRocha - Cycle Storm (Pauper League) sheet 7/10 - 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.

Vault of Whispers

Artifact Land

{T}: Add {B}.

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Vault of Whispers

Artifact Land

{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkness (B)

Instant

Prevent all combat damage that would be dealt this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkness (B)

Instant

Prevent all combat damage that would be dealt this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkness (B)

Instant

Prevent all combat damage that would be dealt this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress (B)

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PedroRocha - Cycle Storm (Pauper League) sheet 8/10 - 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.

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Macabre {1}{B}{B}

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Macabre {1}{B}{B}

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hindering Touch {3}{U}

Instant

Counter target spell unless its controller pays {2}.
Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hindering Touch {3}{U}

Instant

Counter target spell unless its controller pays {2}.
Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vision Charm {U}

Instant

Choose one --
* Target player mills four cards.
* Choose a land type and a basic land type. Each land of the first chosen type becomes the second chosen type until end of turn.
* Target artifact phases out. (While it's phased out, it's treated as though it doesn't exist. It phases in before its controller untaps during their next untap step.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PedroRocha - Cycle Storm (Pauper League) sheet 9/10 - 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.

Vision Charm (U)

Instant

Choose one --
* Target player mills four cards.
* Choose a land type and a basic land type. Each land of the first chosen type becomes the second chosen type until end of turn.
* Target artifact phases out. (While it's phased out, it's treated as though it doesn't exist. It phases in before its controller untaps during their next untap step.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vision Charm (U)

Instant

Choose one --
* Target player mills four cards.
* Choose a land type and a basic land type. Each land of the first chosen type becomes the second chosen type until end of turn.
* Target artifact phases out. (While it's phased out, it's treated as though it doesn't exist. It phases in before its controller untaps during their next untap step.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Weather the Storm (1)(G)

Instant

You gain 3 life.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PedroRocha - Cycle Storm (Pauper League) sheet 10/10 - 3 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.