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| <div> <b>Boseiju, Who Endures</b> </div> <div>           Legendary Land         </div> <div> <p>{T}: Add {G}.</p> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Breeding Pool</b> </div> <div>           Land -- Forest Island         </div> <div> <p>(T): Add {G} or {U}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                          | <div> <b>Colossal Skyturtle</b> </div> <div>           Enchantment Creature -- Turtle         </div> <div> <p>Flying, ward {2}</p> <p>Channel -- {2}{G}, Discard this card: Return target card from your graveyard to your hand.</p> <p>Channel -- {1}{U}, Discard this card: Return target creature to its owner's hand.</p> </div> <div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Commercial District</b> </div> <div>           Land -- Mountain Forest         </div> <div> <p>(T): Add {R} or {G}.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                      |
| <div> <b>Curator of Mysteries</b> </div> <div>           Creature -- Sphinx         </div> <div> <p>Flying</p> <p>Whenever you cycle or discard another card, scry 1.</p> <p>Cycling {U} ({U}, Discard this card: Draw a card.)</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                   | <div> <b>Curator of Mysteries</b> </div> <div>           Creature -- Sphinx         </div> <div> <p>Flying</p> <p>Whenever you cycle or discard another card, scry 1.</p> <p>Cycling {U} ({U}, Discard this card: Draw a card.)</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Curator of Mysteries</b> </div> <div>           Creature -- Sphinx         </div> <div> <p>Flying</p> <p>Whenever you cycle or discard another card, scry 1.</p> <p>Cycling {U} ({U}, Discard this card: Draw a card.)</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                           | <div> <b>Endurance</b> </div> <div>           Creature -- Elemental Incarnation         </div> <div> <p>Flash</p> <p>Reach</p> <p>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</p> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <div>Endurance</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Reach</div> <div>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Endurance</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Reach</div> <div>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Endurance</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Reach</div> <div>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Force of Negation</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Force of Negation</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                 | <div> <div>Force of Negation</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                 | <div> <div>Force of Negation</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                 | <div> <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                            |

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| <div><div><div>Generous Ent</div><div>56</div></div><div><div>Creature -- Treefolk</div><div>Reach</div><div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div><div>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div><div>5/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Generous Ent</div><div>56</div></div><div><div>Creature -- Treefolk</div><div>Reach</div><div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div><div>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div><div>5/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Generous Ent</div><div>56</div></div><div><div>Creature -- Treefolk</div><div>Reach</div><div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div><div>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div><div>5/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Hedge Maze</div></div><div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)</div><div>This land enters tapped.</div><div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div></div>       |
| <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div></div>                                                                                                                                                                                                                                                                                                                                                                      | <div><div><div>Living End</div></div><div><div>Sorcery</div><div>Suspend 3--{2}{B}{B}</div><div>Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.</div></div></div>                                                                                                                                                                                         | <div><div><div>Living End</div></div><div><div>Sorcery</div><div>Suspend 3--{2}{B}{B}</div><div>Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.</div></div></div>                                                                                                                                                                                         | <div><div><div>Living End</div></div><div><div>Sorcery</div><div>Suspend 3--{2}{B}{B}</div><div>Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.</div></div></div> |

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| <div>Mistrise Village</div> <div>Land</div> <div> <p>This land enters tapped unless you control a Mountain or a Forest.</p> <p>{T}: Add {U}.</p> <p>{U}, {T}: The next spell you cast this turn can't be countered.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Misty Rainforest</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                   | <div>Misty Rainforest</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                   | <div>Misty Rainforest</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                   |
| <div>Misty Rainforest</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                              | <div>Oliphaunt</div> <div> <div>5R</div> <div>Creature -- Elephant</div> </div> <div> <p>Trample</p> <p>Whenever this creature attacks, another target creature you control gets +2/+0 and gains trample until end of turn.</p> <p>Mountaincycling {1} ({1}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)</p> <div>6/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Oliphaunt</div> <div> <div>5R</div> <div>Creature -- Elephant</div> </div> <div> <p>Trample</p> <p>Whenever this creature attacks, another target creature you control gets +2/+0 and gains trample until end of turn.</p> <p>Mountaincycling {1} ({1}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)</p> <div>6/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Oliphaunt</div> <div> <div>5R</div> <div>Creature -- Elephant</div> </div> <div> <p>Trample</p> <p>Whenever this creature attacks, another target creature you control gets +2/+0 and gains trample until end of turn.</p> <p>Mountaincycling {1} ({1}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)</p> <div>6/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Ottawara, Soaring City</b><br><hr/> <b>Legendary Land</b><br><hr/> <p>{T}: Add {U}.<br/>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                    | <b>Shardless Agent</b> ①⑥①<br><hr/> <b>Artifact Creature -- Human Rogue</b><br><hr/> <p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Shardless Agent</b> ①⑥①<br><hr/> <b>Artifact Creature -- Human Rogue</b><br><hr/> <p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Shardless Agent</b> ①⑥①<br><hr/> <b>Artifact Creature -- Human Rogue</b><br><hr/> <p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <b>Shardless Agent</b> ①⑥①<br><hr/> <b>Artifact Creature -- Human Rogue</b><br><hr/> <p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Sink into Stupor</b> ①①①<br><hr/> <b>Instant</b><br><hr/> <p>Return target spell or nonland permanent an opponent controls to its owner's hand.</p> <p>----- BACK FACE -----</p> <b>Soporific Springs</b><br><hr/> <b>Land</b><br><hr/> <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>    | <b>Sink into Stupor</b> ①①①<br><hr/> <b>Instant</b><br><hr/> <p>Return target spell or nonland permanent an opponent controls to its owner's hand.</p> <p>----- BACK FACE -----</p> <b>Soporific Springs</b><br><hr/> <b>Land</b><br><hr/> <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>    | <b>Steam Vents</b><br><hr/> <b>Land -- Island Mountain</b><br><hr/> <p>( {T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                             |

Playtest cards - DrKatz11 - Living End (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 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Stomping Ground</b> </div> <div> Land -- Mountain Forest </div> <div> ({T}: Add {R} or {G}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> 3/4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                      | <div> <b>Street Wraith</b> </div> <div> Creature -- Wraith </div> <div> Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br/> Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) </div> <div> 3/4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                 | <div> <b>Street Wraith</b> </div> <div> Creature -- Wraith </div> <div> Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br/> Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) </div> <div> 3/4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                 | <div> <b>Street Wraith</b> </div> <div> Creature -- Wraith </div> <div> Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br/> Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) </div> <div> 3/4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                 |
| <div> <b>Street Wraith</b> </div> <div> Creature -- Wraith </div> <div> Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br/> Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) </div> <div> 3/4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Subtlety</b> </div> <div> Creature -- Elemental Incarnation </div> <div> Flash<br/> Flying<br/> When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.<br/> Evoke--Exile a blue card from your hand. </div> <div> 3/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Subtlety</b> </div> <div> Creature -- Elemental Incarnation </div> <div> Flash<br/> Flying<br/> When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.<br/> Evoke--Exile a blue card from your hand. </div> <div> 3/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Subtlety</b> </div> <div> Creature -- Elemental Incarnation </div> <div> Flash<br/> Flying<br/> When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.<br/> Evoke--Exile a blue card from your hand. </div> <div> 3/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |

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| <p><b>Subtlety</b> (2)(U)(U)</p> <p>Creature -- Elemental Incarnation</p> <p>Flash<br/>Flying<br/>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.<br/>Evoke--Exile a blue card from your hand.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                        | <p><b>Thundering Falls</b></p> <p>Land -- Island Mountain</p> <p>{T}: Add {U} or {R}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                              | <p><b>Violent Outburst</b> (1)(R)(G)</p> <p>Instant</p> <p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)<br/>Creatures you control get +1/+0 until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Violent Outburst</b> (1)(R)(G)</p> <p>Instant</p> <p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)<br/>Creatures you control get +1/+0 until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Violent Outburst</b> (1)(R)(G)</p> <p>Instant</p> <p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)<br/>Creatures you control get +1/+0 until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Violent Outburst</b> (1)(R)(G)</p> <p>Instant</p> <p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)<br/>Creatures you control get +1/+0 until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Waker of Waves</b> (5)(U)(U)</p> <p>Creature -- Whale</p> <p>Creatures your opponents control get -1/-0.<br/>{1}{U}, Discard this card: Look at the top two cards of your library. Put one of them into your hand and the other into your graveyard.</p> <p>7/7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                              | <p><b>Waker of Waves</b> (5)(U)(U)</p> <p>Creature -- Whale</p> <p>Creatures your opponents control get -1/-0.<br/>{1}{U}, Discard this card: Look at the top two cards of your library. Put one of them into your hand and the other into your graveyard.</p> <p>7/7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                              |

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| <p><b>Wistfulness</b> (3)(6/U)(6/U)</p> <p>Creature -- Elemental Incarnation</p> <p>When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.</p> <p>When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.</p> <p>Invoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Wistfulness</b> (3)(6/U)(6/U)</p> <p>Creature -- Elemental Incarnation</p> <p>When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.</p> <p>When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.</p> <p>Invoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Wistfulness</b> (3)(6/U)(6/U)</p> <p>Creature -- Elemental Incarnation</p> <p>When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.</p> <p>When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.</p> <p>Invoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Wistfulness</b> (3)(6/U)(6/U)</p> <p>Creature -- Elemental Incarnation</p> <p>When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.</p> <p>When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.</p> <p>Invoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Ashiok, Dream Render</b> (1)(U/B)(U/B)</p> <p>Legendary Planeswalker -- Ashiok</p> <p>Spells and abilities your opponents control can't cause their controller to search their library.</p> <p>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</p> <p>[sideboard]</p> <p>L 5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                | <p><b>Ashiok, Dream Render</b> (1)(U/B)(U/B)</p> <p>Legendary Planeswalker -- Ashiok</p> <p>Spells and abilities your opponents control can't cause their controller to search their library.</p> <p>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</p> <p>[sideboard]</p> <p>L 5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                | <p><b>Brotherhood's End</b> (1)(R)(R)</p> <p>Sorcery</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Brotherhood's End deals 3 damage to each creature and each planeswalker.</li> <li>* Destroy all artifacts with mana value 3 or less.</li> </ul> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                         | <p><b>Brotherhood's End</b> (1)(R)(R)</p> <p>Sorcery</p> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Brotherhood's End deals 3 damage to each creature and each planeswalker.</li> <li>* Destroy all artifacts with mana value 3 or less.</li> </ul> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                         |

Playtest cards - DrKatz11 - Living End (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

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| <div><div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div><div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                      | <div><div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div><div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                      | <div><div><div>Force of Vigor</div><div><div>2</div><div>G</div><div>G</div></div></div><div><div>Instant</div><div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Force of Vigor</div><div><div>2</div><div>G</div><div>G</div></div></div><div><div>Instant</div><div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Inevitable Betrayal</div><div>Sorcery</div></div><div><div>Suspend 3--{1}{U}{U} (Rather than cast this card from your hand, pay {1}{U}{U} 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/>Search target opponent's library for a creature card and put that card onto the battlefield under your control. Then that player shuffles.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Inevitable Betrayal</div><div>Sorcery</div></div><div><div>Suspend 3--{1}{U}{U} (Rather than cast this card from your hand, pay {1}{U}{U} 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/>Search target opponent's library for a creature card and put that card onto the battlefield under your control. Then that player shuffles.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mystical Dispute</div><div><div>2</div><div>U</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                     | <div><div><div>Mystical Dispute</div><div><div>2</div><div>U</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                     |

②③

This spell costs {2} less to cast if it targets a blue spell.  
Counter target spell unless its controller pays {3}.

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This spell costs {2} less to cast if it targets a blue spell.  
Counter target spell unless its controller pays {3}.

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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.

4/4

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