

Conspiracy Unraveler ⑤④④ Creature -- Sphinx Detective Flying You may collect evidence 10 rather than pay the mana cost for spells you cast. (To collect evidence 10, exile cards with total mana value 10 or greater from your graveyard.) <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conspiracy Unraveler ⑤④④ Creature -- Sphinx Detective Flying You may collect evidence 10 rather than pay the mana cost for spells you cast. (To collect evidence 10, exile cards with total mana value 10 or greater from your graveyard.) <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conspiracy Unraveler ⑤④④ Creature -- Sphinx Detective Flying You may collect evidence 10 rather than pay the mana cost for spells you cast. (To collect evidence 10, exile cards with total mana value 10 or greater from your graveyard.) <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Matter Manipulator ⑧ Creature -- Human Warlock When this creature enters, mill three cards. This creature gets +2/+0 for every seven cards in your graveyard. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dark Matter Manipulator ⑧ Creature -- Human Warlock When this creature enters, mill three cards. This creature gets +2/+0 for every seven cards in your graveyard. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Matter Manipulator ⑧ Creature -- Human Warlock When this creature enters, mill three cards. This creature gets +2/+0 for every seven cards in your graveyard. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Matter Manipulator ⑧ Creature -- Human Warlock When this creature enters, mill three cards. This creature gets +2/+0 for every seven cards in your graveyard. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Does Machines ①④ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, mill two cards, draw two cards, then discard two cards. {1}{U}: Level 2 When this Class becomes level 2, return up to two target artifact cards from your graveyard to your hand. {4}{U}: Level 3 At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it isn't a creature, it becomes a 0/0 Robot creature in addition to its other types. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Mofeilin - Standard (???? / Standard Cup 2)

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 1/9 - 8 cards - 2.5 x 3.5 in each

<div><div>Does Machines</div><div><div>1</div><div>U</div></div></div> <div>Enchantment -- Class</div> <div>(Gain the next level as a sorcery to add its ability.) When this Class enters, mill two cards, draw two cards, then discard two cards. {1}{U}: Level 2 When this Class becomes level 2, return up to two target artifact cards from your graveyard to your hand. {4}{U}: Level 3 At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it isn't a creature, it becomes a 0/0 Robot creature in addition to its other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Does Machines</div><div><div>1</div><div>U</div></div></div> <div>Enchantment -- Class</div> <div>(Gain the next level as a sorcery to add its ability.) When this Class enters, mill two cards, draw two cards, then discard two cards. {1}{U}: Level 2 When this Class becomes level 2, return up to two target artifact cards from your graveyard to your hand. {4}{U}: Level 3 At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it isn't a creature, it becomes a 0/0 Robot creature in addition to its other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Does Machines</div><div><div>1</div><div>U</div></div></div> <div>Enchantment -- Class</div> <div>(Gain the next level as a sorcery to add its ability.) When this Class enters, mill two cards, draw two cards, then discard two cards. {1}{U}: Level 2 When this Class becomes level 2, return up to two target artifact cards from your graveyard to your hand. {4}{U}: Level 3 At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it isn't a creature, it becomes a 0/0 Robot creature in addition to its other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Gloomlake Verge</div></div> <div>Land</div> <div>{T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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2 U U R

Flying
When this creature enters, if you cast it, you may put a card you own from outside the game into your hand.

5/5

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

7 U U U

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Shipwreck Marsh

This land enters tapped unless you control two or more other lands.
{T}: Add {U} or {B}.

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<div><div>Sphinx's Approach</div><div><div>1</div><div>U</div><div>U</div></div><div>Instant</div><div>Draw two cards. Then you may exile this spell and four cards named Sphinx's Approach from your graveyard. If you do, search your library for a Sphinx creature card, put it onto the battlefield, then shuffle. A deck can have any number of cards named Sphinx's Approach.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sphinx's Approach</div><div><div>1</div><div>U</div><div>U</div></div><div>Instant</div><div>Draw two cards. Then you may exile this spell and four cards named Sphinx's Approach from your graveyard. If you do, search your library for a Sphinx creature card, put it onto the battlefield, then shuffle. A deck can have any number of cards named Sphinx's Approach.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sphinx's Approach</div><div><div>1</div><div>U</div><div>U</div></div><div>Instant</div><div>Draw two cards. Then you may exile this spell and four cards named Sphinx's Approach from your graveyard. If you do, search your library for a Sphinx creature card, put it onto the battlefield, then shuffle. A deck can have any number of cards named Sphinx's Approach.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sphinx's Approach</div><div><div>1</div><div>U</div><div>U</div></div><div>Instant</div><div>Draw two cards. Then you may exile this spell and four cards named Sphinx's Approach from your graveyard. If you do, search your library for a Sphinx creature card, put it onto the battlefield, then shuffle. A deck can have any number of cards named Sphinx's Approach.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Undercity Sewers</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.) 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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.) 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>Watery Grave</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.) 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>Watery Grave</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.) 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>Watery Grave</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.) 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>Into the Flood Maw</div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Jeskai Revelation</div><div>Instant</div><div>Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Marang River Regent</div><div>Creature -- Dragon</div><div>Flying When this creature enters, return up to two other target nonland permanents to their owners' hands.</div><div>[sideboard]</div><div>6/7</div><div>----- ADVENTURE -----</div><div><div>Coil and Catch</div><div>Instant -- Omen</div><div>Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<div><div><div>Marang River Regent</div><div>④④④④</div></div><div>Creature -- Dragon</div><div>Flying When this creature enters, return up to two other target nonland permanents to their owners' hands.</div><div>[sideboard]</div><div>6/7</div><div>----- ADVENTURE -----</div><div><div>Coil and Catch</div><div>③④④</div></div><div>Instant -- Omen</div><div>Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>North Wind Avatar</div><div>②④④④④④</div></div><div>Creature -- Dragon Spirit Avatar</div><div>Flying When this creature enters, if you cast it, you may put a card you own from outside the game into your hand.</div><div>[sideboard]</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Refute</div><div>①④④④</div></div><div>Instant</div><div>Counter target spell. Draw a card, then discard a card.</div><div>[sideboard]</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>River's Rebuke</div><div>④④④④</div></div><div>Sorcery</div><div>Return all nonland permanents target player controls to their owner's hand.</div><div>[sideboard]</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Season of Weaving</div><div>④④④④</div></div><div>Sorcery</div><div>Choose up to five {P} worth of modes. You may choose the same mode more than once. {P} -- Draw a card. {P}{P} -- Choose an artifact or creature you control. Create a token that's a copy of it. {P}{P}{P} -- Return each nonland, nontoken permanent to its owner's hand.</div><div>[sideboard]</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Step Between Worlds</div><div>③④④④</div></div><div>Sorcery</div><div>Each player may shuffle their hand and graveyard into their library. Each player who does draws seven cards. Exile Step Between Worlds. Plot {4}{U}{U} (You may pay {4}{U}{U} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div><div>[sideboard]</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Terror of the Peaks</div><div>③④④④</div></div><div>Creature -- Dragon</div><div>Flying Spells your opponents cast that target this creature cost an additional 3 life to cast. Whenever another creature you control enters, this creature deals damage equal to that creature's power to any target.</div><div>[sideboard]</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	