

<div>Architects of Will (2)(U)(B)</div> <div>Artifact Creature -- Human Wizard</div> <div>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.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Architects of Will (2)(U)(B)</div> <div>Artifact Creature -- Human Wizard</div> <div>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.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Architects of Will (2)(U)(B)</div> <div>Artifact Creature -- Human Wizard</div> <div>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.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Architects of Will (2)(U)(B)</div> <div>Artifact Creature -- Human Wizard</div> <div>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.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Ardent Plea (1)(W)(U)</div> <div>Enchantment</div> <div>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) 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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ardent Plea (1)(W)(U)</div> <div>Enchantment</div> <div>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) 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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ardent Plea (1)(W)(U)</div> <div>Enchantment</div> <div>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) 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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ardent Plea (1)(W)(U)</div> <div>Enchantment</div> <div>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) 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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> Boseiju, Who Endures </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> Breeding Pool </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> Colossal Skyturtle </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> Curator of Mysteries </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>
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① U U

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Forest

$$(\{T\} : \text{Add } \{G\}.)$$

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5 G

Reach
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

5/7

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<div><div><div>Grief</div><div>2BB</div></div><div><div>Creature -- Elemental Incarnation</div><div>Menace</div><div>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</div><div>Evoked--Exile a black card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Grief</div><div>2BB</div></div><div><div>Creature -- Elemental Incarnation</div><div>Menace</div><div>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</div><div>Evoked--Exile a black card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Grief</div><div>2BB</div></div><div><div>Creature -- Elemental Incarnation</div><div>Menace</div><div>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</div><div>Evoked--Exile a black card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Grief</div><div>2BB</div></div><div><div>Creature -- Elemental Incarnation</div><div>Menace</div><div>When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</div><div>Evoked--Exile a black card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div><div>Hallowed Fountain</div></div><div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)</div><div>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><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

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<div><div><div>Misty Rainforest</div><div>Land</div><div>$\{T\}$, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Misty Rainforest</div><div>Land</div><div>$\{T\}$, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Misty Rainforest</div><div>Land</div><div>$\{T\}$, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Misty Rainforest</div><div>Land</div><div>$\{T\}$, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

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Playtest cards - wolf2222 - Modern (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 6/10 - 8 cards - 2.5 x 3.5 in each

<p>Street Wraith (3)(B)(B)</p> <p>Creature -- Wraith</p> <p>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.)</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Street Wraith (3)(B)(B)</p> <p>Creature -- Wraith</p> <p>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.)</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Street Wraith (3)(B)(B)</p> <p>Creature -- Wraith</p> <p>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.)</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Striped Riverwinder (6)(U)</p> <p>Creature -- Serpent</p> <p>Hexproof (This creature can't be the target of spells or abilities your opponents control.) Cycling {U} ({U}, Discard this card: Draw a card.)</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Subtlety (2)(U)(U)</p> <p>Creature -- Elemental Incarnation</p> <p>Flash Flying 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. Evoke--Exile a blue card from your hand.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Subtlety (2)(U)(U)</p> <p>Creature -- Elemental Incarnation</p> <p>Flash Flying 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. Evoke--Exile a blue card from your hand.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Subtlety (2)(U)(U)</p> <p>Creature -- Elemental Incarnation</p> <p>Flash Flying 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. Evoke--Exile a blue card from your hand.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Subtlety (2)(U)(U)</p> <p>Creature -- Elemental Incarnation</p> <p>Flash Flying 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. Evoke--Exile a blue card from your hand.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div><div>Foundation Breaker</div><div><div>3</div><div>G</div></div></div> <div><div>Creature -- Elemental</div><div>When this creature enters, you may destroy target artifact or enchantment. Evoke {1}{G} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</div><div>[sideboard]</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Leyline of the Void</div><div><div>2</div><div>B</div><div>B</div></div></div> <div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Leyline of the Void</div><div><div>2</div><div>B</div><div>B</div></div></div> <div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Leyline of the Void</div><div><div>2</div><div>B</div><div>B</div></div></div> <div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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Mystical Dispute

(2)(U)

Instant

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

[sideboard]

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(2)(U)

Instant

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

[sideboard]

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Teferi, Time Raveler

(1)(W)(U)

Legendary Planeswalker -- Teferi

Each opponent can cast spells only any time they could cast a sorcery.
[+1]: Until your next turn, you may cast sorcery spells as though they had flash.
[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.

[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev