

<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>

Legendary Land

{T}: Add {G}.
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.

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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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Creature -- Sphinx

Flying
Whenever you cycle or discard
another card, scry 1.
Cycling {U} ({U}), Discard this card:
Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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<div> <div>Generous Ent</div> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Creature -- Treefolk</div> <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> <div> <div>5/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Grief</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <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>Evoke--Exile a black card from your hand.</div> </div> <div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Grief</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <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>Evoke--Exile a black card from your hand.</div> </div> <div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Grief</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <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>Evoke--Exile a black card from your hand.</div> </div> <div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
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<div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Living End</div><div>Sorcery</div><div>Suspend 3--{2}{B}{B} 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Living End</div><div>Sorcery</div><div>Suspend 3--{2}{B}{B} 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Living End</div><div>Sorcery</div><div>Suspend 3--{2}{B}{B} 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<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 PLAY botbox.dev</div>	<div>Seachrome Coast</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Shardless Agent</div> <div>Artifact Creature -- Human Rogue</div> <div>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>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Shardless Agent</div> <div>Artifact Creature -- Human Rogue</div> <div>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>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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Playtest cards - Magician15 - 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>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>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>Temple Garden</p> <p>Land -- Forest Plains</p> <p>([T]): Add [G] or [W].) 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>

<p>Waker of Waves (5)(U)(U)</p> <p>Creature -- Whale</p> <p>Creatures your opponents control get -1/-0.</p> <p>{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>Waker of Waves (5)(U)(U)</p> <p>Creature -- Whale</p> <p>Creatures your opponents control get -1/-0.</p> <p>{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>Waker of Waves (5)(U)(U)</p> <p>Creature -- Whale</p> <p>Creatures your opponents control get -1/-0.</p> <p>{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>Waker of Waves (5)(U)(U)</p> <p>Creature -- Whale</p> <p>Creatures your opponents control get -1/-0.</p> <p>{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>Brazen Borrower (1)(U)(U)</p> <p>Creature -- Faerie Rogue</p> <p>Flash</p> <p>Flying</p> <p>This creature can block only creatures with flying.</p> <p>[sideboard]</p> <p>3/1</p> <p>----- ADVENTURE -----</p> <p>Petty Theft (1)(U)</p> <p>Instant -- Adventure</p> <p>Return target nonland permanent an opponent controls to its owner's hand.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Dismember (1)(BP)(BP)</p> <p>Instant</p> <p>({B/P} can be paid with either {B} or 2 life.)</p> <p>Target creature gets -5/-5 until end of turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Dismember (1)(BP)(BP)</p> <p>Instant</p> <p>({B/P} can be paid with either {B} or 2 life.)</p> <p>Target creature gets -5/-5 until end of turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Endurance (1)(G)(G)</p> <p>Creature -- Elemental Incarnation</p> <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> <p>[sideboard]</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<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>[sideboard]</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>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Faerie Macabre</div> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Faerie Rogue</div> <div>Flying</div> <div>Discard this card: Exile up to two target cards from graveyards.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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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Mystical Dispute

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[sideboard]

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Mystical Dispute

② ③

Instant

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Counter target spell unless its controller pays {3}.

[sideboard]

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