Ardent Plea (1)(W)(U)

Enchantment

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boseiju, Who Endures

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breeding Pool

Land -- Forest Island

({T}: Add {G} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Colossal Skyturtle (4)(G)(G)(U)

Enchantment Creature -- Turtle

Flying, ward {2}
Channel -- {2}{G}, Discard this card: Return target card from your graveyard to your hand.
Channel -- {1}{U}, Discard this card: Return target creature to its owner's hand.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curator of Mysteries (2)(U)(U)

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 botbox.dev

Playtest cards - niuwaid001 - Modern (Modern Challenge 64) sheet 1/10 - 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.

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Endurance (1)(G)(G)

Creature -- Elemental Incarnation

Flash
Reach
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.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Evoke--Exile a green card from your hand.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flare of Denial (1)(U)(U)

Instant

You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flare of Denial (1)(U)(U)

Instant

You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - niuwaid001 - Modern (Modern Challenge 64) sheet 2/10 - 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.

Flare of Denial {1}{U}{U}

Instant

You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flooded Grove

Land

{T}: Add {C}.
{G/U}, {T}: Add {G}{G}, {G}{U}, or {U}{U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Negation {1}{U}{U}

Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Negation {1}{U}{U}

Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Generous Ent {5}{G}

Creature -- Treefolk

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Generous Ent {5}{G}

Creature -- Treefolk

Reach
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5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - niuwaid001 - Modern (Modern Challenge 64) sheet 3/10 - 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.

Generous Ent

5 G

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Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hedge Maze

Land -- Forest Island

({T}: Add {G} or {U}.)
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Living End

Sorcery

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - niuwaid001 - Modern (Modern Challenge 64) 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.

Lush Portico

Land -- Forest Plains

({T}: Add {G} or {W}.)
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meticulous Archive

Land -- Plains Island

({T}: Add {W} or {U}.)
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Misty Rainforest

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Press the Enemy {2}{U}{U}

Instant

Return target spell or nonland permanent an opponent controls to its owner's hand. You may cast an instant or sorcery spell with equal or lesser mana value from your hand without paying its mana cost.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Return target spell or nonland permanent an opponent controls to its owner's hand. You may cast an instant or sorcery spell with equal or lesser mana value from your hand without paying its mana cost.

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Playtest cards - niuwaid001 - Modern (Modern Challenge 64) 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.

Shardless Agent (1)(G)(U)

Artifact Creature -- Human Rogue

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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact Creature -- Human Rogue

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.)

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sink into Stupor (1)(U)(U)

Instant

Return target spell or nonland permanent an opponent controls to its owner's hand.

- - - BACK FACE - - -

Soporific Springs

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sink into Stupor (1)(U)(U)

Instant

Return target spell or nonland permanent an opponent controls to its owner's hand.

- - - BACK FACE - - -

Soporific Springs

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.

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

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

Playtest cards - niuwaid001 - Modern (Modern Challenge 64) sheet 6/10 - 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.

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

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

Striped Riverwinder (6)(U)

Creature -- Serpent

Hexproof (This creature can't be the target of spells or abilities your opponents control.)
Cycling {U} ({U}, Discard this card: Draw a card.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Striped Riverwinder (6)(U)

Creature -- Serpent

Hexproof (This creature can't be the target of spells or abilities your opponents control.)
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Hexproof (This creature can't be the target of spells or abilities your opponents control.)
Cycling {U} ({U}, Discard this card: Draw a card.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Subtlety (2)(U)(U)

Creature -- Elemental Incarnation

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.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Subtlety (2)(U)(U)

Creature -- Elemental Incarnation

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.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elemental Incarnation

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.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - niuwaid001 - Modern (Modern Challenge 64) 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.

Subtlety (2)(U)(U)

Creature -- Elemental Incarnation

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.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden

Land -- Forest Plains

({T}: Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waker of Waves (5)(U)(U)

Creature -- Whale

Creatures your opponents control get -1/-0.
{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.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waker of Waves (5)(U)(U)

Creature -- Whale

Creatures your opponents control get -1/-0.
{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.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Endurance (1)(G)(G)

Creature -- Elemental Incarnation

Flash
Reach
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.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Vigor (2)(G)(G)

Instant

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Vigor (2)(G)(G)

Instant

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foundation Breaker (3)(G)

Creature -- Elemental

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.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - niuwaid001 - Modern (Modern Challenge 64) 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.

Foundation Breaker {3}{G}

Creature -- Elemental

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.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inevitable Betrayal

Sorcery

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.)
Search target opponent's library for a creature card and put that card onto the battlefield under your control. Then that player shuffles.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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.)
Search target opponent's library for a creature card and put that card onto the battlefield under your control. Then that player shuffles.

[sideboard]

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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.)
Search target opponent's library for a creature card and put that card onto the battlefield under your control. Then that player shuffles.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mindbreak Trap {2}{U}{U}

Instant -- Trap

If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.
Exile any number of target spells.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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Counter target spell unless its controller pays {3}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temporary Lockdown (1)(W)(W)

Enchantment

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temporary Lockdown (1)(W)(W)

Enchantment

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - niuwaid001 - Modern (Modern Challenge 64) 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.