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| <div> <b>Ardent Plea</b> <span>1WU</span> </div> <div> Enchantment </div> <div> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)</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.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Ardent Plea</b> <span>1WU</span> </div> <div> Enchantment </div> <div> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)</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.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Ardent Plea</b> <span>1WU</span> </div> <div> Enchantment </div> <div> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)</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.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Ardent Plea</b> <span>1WU</span> </div> <div> Enchantment </div> <div> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)</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.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>  | <div> <b>Brazen Borrower</b> <span>1UU</span> </div> <div> Creature -- Faerie Rogue </div> <div> <p>Flash</p> <p>Flying</p> <p>This creature can block only creatures with flying.</p> <div>3/1</div> <p>----- ADVENTURE -----</p> <div> <b>Petty Theft</b> <span>1U</span> </div> <div> Instant -- Adventure </div> <p>Return target nonland permanent an opponent controls to its owner's hand.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                             | <div> <b>Colossal Skyturtle</b> <span>4GGU</span> </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>6/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                        |

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| <div><div>Curator of Mysteries 2UUU</div><div>Creature -- Sphinx</div><div>Flying<br/>Whenever you cycle or discard another card, scry 1.<br/>Cycling {U} ({U}, Discard this card: Draw a card.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              | <div><div>Curator of Mysteries 2UUU</div><div>Creature -- Sphinx</div><div>Flying<br/>Whenever you cycle or discard another card, scry 1.<br/>Cycling {U} ({U}, Discard this card: Draw a card.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              | <div><div>Curator of Mysteries 2UUU</div><div>Creature -- Sphinx</div><div>Flying<br/>Whenever you cycle or discard another card, scry 1.<br/>Cycling {U} ({U}, Discard this card: Draw a card.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              | <div><div>Curator of Mysteries 2UUU</div><div>Creature -- Sphinx</div><div>Flying<br/>Whenever you cycle or discard another card, scry 1.<br/>Cycling {U} ({U}, Discard this card: Draw a card.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              |
| <div><div>Endurance 1GGG</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>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.<br/>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 1GGG</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>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.<br/>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 1GGG</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>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.<br/>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 1GGG</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>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.<br/>Evoke--Exile a green card from your hand.</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Flare of Denial</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.</p> <p>Counter target spell.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Force of Negation</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost.</p> <p>Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                            | <div> <div>Force of Negation</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost.</p> <p>Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                            | <div> <div>Force of Negation</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost.</p> <p>Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                            |
| <div> <div>Forest</div> </div> <div>Basic Land -- Forest</div> <div> <p>{T}: Add {G}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                   | <div> <div>Generous Ent</div> <div> <div>5</div> <div>G</div> </div> </div> <div>Creature -- Treefolk</div> <div> <p>Reach</p> <p>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> <p>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</p> </div> <div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Generous Ent</div> <div> <div>5</div> <div>G</div> </div> </div> <div>Creature -- Treefolk</div> <div> <p>Reach</p> <p>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> <p>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</p> </div> <div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Generous Ent</div> <div> <div>5</div> <div>G</div> </div> </div> <div>Creature -- Treefolk</div> <div> <p>Reach</p> <p>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> <p>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</p> </div> <div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - kyon1024 - Modern (Modern Challenge 32)

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 3/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Generous Ent</div><div><div>56</div></div></div> <div><div>Creature -- Treefolk</div><div>Reach<br/>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")<br/>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>5/7</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hallowed Fountain</div></div> <div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>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>Hedge Maze</div></div> <div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)<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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Living End</div></div> <div><div>Sorcery</div><div>Suspend 3--{2}{B}{B}<br/>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><div>Living End</div></div> <div><div>Sorcery</div><div>Suspend 3--{2}{B}{B}<br/>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><div>Living End</div></div> <div><div>Sorcery</div><div>Suspend 3--{2}{B}{B}<br/>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><div>Lush Portico</div></div> <div><div>Land -- Forest Plains</div><div>({T}: Add {G} or {W}.)<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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(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>Mistrise Village</div><div>Land</div><div>This land enters tapped unless you control a Mountain or a Forest.<br/>{T}: Add {U}.<br/>{U}, {T}: The next spell you cast this turn can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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>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>Otawara, Soaring City</div><div>Legendary Land</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Press the Enemy</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Shardless Agent</div><div>①⑥①</div></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 PLAYbotbox.dev</div></div>                            | <div><div><div>Shardless Agent</div><div>①⑥①</div></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 PLAYbotbox.dev</div></div> | <div><div><div>Shardless Agent</div><div>①⑥①</div></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 PLAYbotbox.dev</div></div> | <div><div><div>Shardless Agent</div><div>①⑥①</div></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 PLAYbotbox.dev</div></div> |
| <div><div><div>Sink into Stupor</div><div>①①①</div></div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Soporific Springs</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div></div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Street Wraith</div><div>③③③</div></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 PLAYbotbox.dev</div></div>                                                                                  | <div><div><div>Street Wraith</div><div>③③③</div></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 PLAYbotbox.dev</div></div>                                                                                  | <div><div><div>Street Wraith</div><div>③③③</div></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 PLAYbotbox.dev</div></div>                                                                                  |

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| <div> <b>Street Wraith</b> <span>3</span><span>B</span><span>B</span> </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> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                     | <div> <b>Striped Riverwinder</b> <span>6</span><span>U</span> </div> <div>           Creature -- Serpent         </div> <div>           Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br/>           Cycling {U} ({U}, Discard this card: Draw a card.)         </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                         | <div> <b>Striped Riverwinder</b> <span>6</span><span>U</span> </div> <div>           Creature -- Serpent         </div> <div>           Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br/>           Cycling {U} ({U}, Discard this card: Draw a card.)         </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                         | <div> <b>Subtlety</b> <span>2</span><span>U</span><span>U</span> </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> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Subtlety</b> <span>2</span><span>U</span><span>U</span> </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> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Subtlety</b> <span>2</span><span>U</span><span>U</span> </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> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Subtlety</b> <span>2</span><span>U</span><span>U</span> </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> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Temple Garden</b> </div> <div>           Land -- Forest Plains         </div> <div>           ({T}: Add {G} or {W}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                            |

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| <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> | <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>Windcaller Aven</b> (4)(U)(U)</p> <p>Creature -- Bird Wizard</p> <p>Flying<br/>Cycling {U} ({U}, Discard this card: Draw a card.)<br/>When you cycle this card, target creature gains flying until end of turn.</p> <p>4/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>             |
| <p><b>Clarion Conqueror</b> (2)(W)</p> <p>Creature -- Dragon</p> <p>Flying<br/>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.</p> <p>[sideboard]</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                       | <p><b>Clarion Conqueror</b> (2)(W)</p> <p>Creature -- Dragon</p> <p>Flying<br/>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.</p> <p>[sideboard]</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                       | <p><b>Deafening Silence</b> (W)</p> <p>Enchantment</p> <p>Each player can't cast more than one noncreature spell each turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                        | <p><b>Force of Vigor</b> (2)(G)(G)</p> <p>Instant</p> <p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - kyoni024 - Modern (Modern Challenge 32)

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>Force of Vigor</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> | <div><div>Foundation Breaker</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>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Inevitable Betrayal</div><div>Sorcery</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.) 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Inevitable Betrayal</div><div>Sorcery</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.) 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Mystical Dispute</div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>Mystical Dispute</div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div>Mystical Dispute</div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                         | <div><div>Teferi, Time Raveler</div><div>Legendary Planeswalker -- Teferi</div><div>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.</div><div>[sideboard]</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     |

## 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

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## 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

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## 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

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