

<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 data-bbox="117 126 453 159">Boseiju, Who Endures</div> <div data-bbox="117 170 285 191"> <div>Legendary Land</div> </div> <div data-bbox="117 211 550 474"> <div>{T}: Add {G}.</div> <div>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.</div> </div> <div data-bbox="117 730 550 747"> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div data-bbox="594 126 1020 159">Curator of Mysteries (2)(U)(U)</div> <div data-bbox="594 170 810 191"> <div>Creature -- Sphinx</div> </div> <div data-bbox="594 211 1024 328"> <div>Flying</div> <div>Whenever you cycle or discard another card, scry 1.</div> <div>Cycling {U} ({U}, Discard this card: Draw a card.)</div> </div> <div data-bbox="594 730 1024 747"> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div data-bbox="1066 126 1493 159">Curator of Mysteries (2)(U)(U)</div> <div data-bbox="1066 170 1283 191"> <div>Creature -- Sphinx</div> </div> <div data-bbox="1066 211 1497 328"> <div>Flying</div> <div>Whenever you cycle or discard another card, scry 1.</div> <div>Cycling {U} ({U}, Discard this card: Draw a card.)</div> </div> <div data-bbox="1066 730 1497 747"> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div data-bbox="1539 126 1965 159">Curator of Mysteries (2)(U)(U)</div> <div data-bbox="1539 170 1755 191"> <div>Creature -- Sphinx</div> </div> <div data-bbox="1539 211 1969 328"> <div>Flying</div> <div>Whenever you cycle or discard another card, scry 1.</div> <div>Cycling {U} ({U}, Discard this card: Draw a card.)</div> </div> <div data-bbox="1539 730 1969 747"> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div data-bbox="117 797 543 829">Curator of Mysteries (2)(U)(U)</div> <div data-bbox="117 841 333 862"> <div>Creature -- Sphinx</div> </div> <div data-bbox="117 881 550 998"> <div>Flying</div> <div>Whenever you cycle or discard another card, scry 1.</div> <div>Cycling {U} ({U}, Discard this card: Draw a card.)</div> </div> <div data-bbox="117 1398 550 1414"> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div data-bbox="594 797 1020 829">Force of Negation (1)(U)(U)</div> <div data-bbox="594 841 678 862"> <div>Instant</div> </div> <div data-bbox="594 881 1024 1047"> <div>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.</div> </div> <div data-bbox="594 1398 1024 1414"> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div data-bbox="1066 797 1493 829">Force of Negation (1)(U)(U)</div> <div data-bbox="1066 841 1150 862"> <div>Instant</div> </div> <div data-bbox="1066 881 1497 1047"> <div>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.</div> </div> <div data-bbox="1066 1398 1497 1414"> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div data-bbox="1539 797 1965 829">Force of Negation (1)(U)(U)</div> <div data-bbox="1539 841 1623 862"> <div>Instant</div> </div> <div data-bbox="1539 881 1969 1047"> <div>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.</div> </div> <div data-bbox="1539 1398 1969 1414"> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

① U U

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

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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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5/7

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

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2 B B

Menace
When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Evoke--Exile a black card from your hand.

3/2

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<div><div><div>Grief</div><div><div>2</div><div>B</div><div>B</div></div></div><div><div>Creature -- Elemental Incarnation</div><div>Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand.</div><div><div>3/2</div></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}.) 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></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></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} 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><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} 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><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} 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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<div><div>Lush Portico</div><div>Land -- Forest Plains</div><div>{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.)</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>
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<div> Shardless Agent <div> 1 G U </div> </div> <div> Artifact Creature -- Human Rogue </div> <div> <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> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Shardless Agent <div> 1 G U </div> </div> <div> Artifact Creature -- Human Rogue </div> <div> <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> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Shardless Agent <div> 1 G U </div> </div> <div> Artifact Creature -- Human Rogue </div> <div> <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> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Shardless Agent <div> 1 G U </div> </div> <div> Artifact Creature -- Human Rogue </div> <div> <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> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Sink into Stupor <div> 1 U U </div> </div> <div> Instant </div> <div> <p>Return target spell or nonland permanent an opponent controls to its owner's hand.</p> </div> <div> <div>-----</div> <div> BACK FACE </div> <div>-----</div> </div> <div> Soporific Springs </div> <div> Land </div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</p> </div> <div> <div>3/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Street Wraith <div> 3 B B </div> </div> <div> Creature -- Wraith </div> <div> <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> </div> <div> <div>3/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Street Wraith <div> 3 B B </div> </div> <div> Creature -- Wraith </div> <div> <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> </div> <div> <div>3/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Street Wraith <div> 3 B B </div> </div> <div> Creature -- Wraith </div> <div> <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> </div> <div> <div>3/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

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.) <div>3/4</div> 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. <div>3/3</div> 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. <div>3/3</div> 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. <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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. <div>7/7</div> 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. <div>7/7</div> 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. <div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.
Damping Matrix (3) Artifact Activated abilities of artifacts and creatures can't be activated unless they're mana abilities. [sideboard] <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismember (1)(BP)(BP) Instant ({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] <div>3/4</div> 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] <div>3/4</div> 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] <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Endurance</div> <div> <div>1</div> <div>6</div> <div>6</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> <div>3/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Endurance</div> <div> <div>1</div> <div>6</div> <div>6</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> <div>3/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Force of Vigor</div> <div> <div>2</div> <div>6</div> <div>6</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>	<div> <div>Force of Vigor</div> <div> <div>2</div> <div>6</div> <div>6</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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