

① W U

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.)

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## 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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5 U U

Instant

You may exile two blue cards from your hand rather than pay this spell's mana cost. Gain control of target noncreature spell. You may choose new targets for it. (If that spell is an artifact, enchantment, or planeswalker, the permanent enters under your control.)

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## 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.)

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| <p><b>Curator of Mysteries</b> (2)(U)(U)</p> <p>Creature -- Sphinx</p> <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> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                          | <p><b>Curator of Mysteries</b> (2)(U)(U)</p> <p>Creature -- Sphinx</p> <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> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                          | <p><b>Curator of Mysteries</b> (2)(U)(U)</p> <p>Creature -- Sphinx</p> <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> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                          | <p><b>Endurance</b> (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>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>        |
| <p><b>Endurance</b> (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>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Endurance</b> (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>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Endurance</b> (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>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Force of Negation</b> (1)(U)(U)</p> <p>Instant</p> <p>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.</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

① U U

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.

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① ② ③

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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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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.")  
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5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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5/7

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| <div><div><div>Hallowed Fountain</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><div><div>Hedge Maze</div><div>Land -- Forest Island</div><div>{T}: Add {G} 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><div><div>Island</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>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><div><div>Living End</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><div><div>Living End</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><div><div>Lush Portico</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<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><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>  |

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| <b>Mistrise Village</b><br><hr/> Land<br><hr/> <p>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.</p> | <b>Misty Rainforest</b><br><hr/> Land<br><hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p>                                                                                                            | <b>Misty Rainforest</b><br><hr/> Land<br><hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p>                                                                                    | <b>Misty Rainforest</b><br><hr/> Land<br><hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p>                                                                                                                                     |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                            | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                              | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                      | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                       |
| <b>Misty Rainforest</b><br><hr/> Land<br><hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p>                          | <b>Otawara, Soaring City</b><br><hr/> Legendary Land<br><hr/> <p>{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.</p> | <b>Press the Enemy</b> (2)(U)(U)<br><hr/> Instant<br><hr/> <p>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.</p> | <b>Shardless Agent</b> (1)(G)(U)<br><hr/> Artifact Creature -- Human Rogue<br><hr/> <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> |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                            | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                              | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                      | <div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                     |

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| <div><div><div>Shardless Agent</div><div>①⑥②</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>①⑥②</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>①⑥②</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>①②②</div></div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div><div>----- 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Sink into Stupor</div><div>①②②</div></div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div><div>----- 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Street Wraith</div><div>③②②</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>③②②</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>③②②</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>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> |





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| <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                              | <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Inevitable Betrayal</div><div>Sorcery</div></div> <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Inevitable Betrayal</div><div>Sorcery</div></div> <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Mystical Dispute</div><div><div>2</div><div>U</div></div></div> <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                             | <div><div>Mystical Dispute</div><div><div>2</div><div>U</div></div></div> <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                             |

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| <div> <div> Mystical Dispute <div> <div>2</div> <div>U</div> </div> </div> <div> Instant </div> <div> This spell costs {2} less to cast if it targets a blue spell.<br/> Counter target spell unless its controller pays {3}. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Teferi, Time Raveler <div> <div>1</div> <div>W</div> <div>U</div> </div> </div> <div> Legendary Planeswalker -- Teferi </div> <div> Each opponent can cast spells only any time they could cast a sorcery.<br/> [+1]: Until your next turn, you may cast sorcery spells as though they had flash.<br/> [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. </div> <div> <div>[sideboard]</div> </div> <div> <div>L 4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Teferi, Time Raveler <div> <div>1</div> <div>W</div> <div>U</div> </div> </div> <div> Legendary Planeswalker -- Teferi </div> <div> Each opponent can cast spells only any time they could cast a sorcery.<br/> [+1]: Until your next turn, you may cast sorcery spells as though they had flash.<br/> [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. </div> <div> <div>[sideboard]</div> </div> <div> <div>L 4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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