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| <div><div>Adarkar Wastes</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <div><div>Adarkar Wastes</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                         | <div><div>Anoint with Affliction 1B</div><div>Instant</div><div><div>Exile target creature if it has mana value 3 or less.</div><div>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Anoint with Affliction 1B</div><div>Instant</div><div><div>Exile target creature if it has mana value 3 or less.</div><div>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Concealed Courtyard</div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {W} or {B}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Darkslick Shores</div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {B}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Darkslick Shores</div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {B}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                       | <div><div>Darkslick Shores</div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {B}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                       |

## Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Bat

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Creature -- Bat

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Creature -- Bat

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Creature -- Bat

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## Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment Creature -- Cat Glimmer

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Enduring Curiosity</b> (2)(U)(U)<br>Enchantment Creature -- Cat Glimmer<br>Flash<br>Whenever a creature you control deals combat damage to a player, draw a card.<br>When Enduring Curiosity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Errant and Giada</b> (1)(W)(U)<br>Legendary Creature -- Human Angel<br>Flash<br>Flying<br>You may look at the top card of your library any time.<br>You may cast spells with flash or flying from the top of your library.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Errant and Giada</b> (1)(W)(U)<br>Legendary Creature -- Human Angel<br>Flash<br>Flying<br>You may look at the top card of your library any time.<br>You may cast spells with flash or flying from the top of your library.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Errant and Giada</b> (1)(W)(U)<br>Legendary Creature -- Human Angel<br>Flash<br>Flying<br>You may look at the top card of your library any time.<br>You may cast spells with flash or flying from the top of your library.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Faerie Mastermind</b> (1)(U)<br>Creature -- Faerie Rogue<br>Flash<br>Flying<br>Whenever an opponent draws their second card each turn, you draw a card.<br>{3}{U}: Each player draws a card.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                 | <b>Faerie Mastermind</b> (1)(U)<br>Creature -- Faerie Rogue<br>Flash<br>Flying<br>Whenever an opponent draws their second card each turn, you draw a card.<br>{3}{U}: Each player draws a card.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                               | <b>Faerie Mastermind</b> (1)(U)<br>Creature -- Faerie Rogue<br>Flash<br>Flying<br>Whenever an opponent draws their second card each turn, you draw a card.<br>{3}{U}: Each player draws a card.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                               | <b>Faerie Mastermind</b> (1)(U)<br>Creature -- Faerie Rogue<br>Flash<br>Flying<br>Whenever an opponent draws their second card each turn, you draw a card.<br>{3}{U}: Each player draws a card.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                               |

## Floodfarm Verge

Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Floodfarm Verge

Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Creature -- Merfolk

Flash  
Vigilance  
When this creature enters, tap  
target creature an opponent controls  
and put a stun counter on it.  
{1}{U}, {T}: Shuffle this creature  
and target creature with a stun  
counter on it into their owners'  
libraries.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Creature -- Merfolk

Flash  
Vigilance  
When this creature enters, tap  
target creature an opponent controls  
and put a stun counter on it.  
{1}{U}, {T}: Shuffle this creature  
and target creature with a stun  
counter on it into their owners'  
libraries.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Gix, Yawqmoth Praetor** (1)(B)(B)

Legendary Creature -- Phyrexian Praetor

Whenever a creature deals combat damage to one of your opponents, its controller may pay 1 life. If they do, they draw a card.

{4}{B}{B}{B}, Discard X cards: Exile the top X cards of target opponent's library. You may play lands and cast spells from among cards exiled this way without paying their mana costs.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Gix, Yawqmoth Praetor** (1)(B)(B)

Legendary Creature -- Phyrexian Praetor

Whenever a creature deals combat damage to one of your opponents, its controller may pay 1 life. If they do, they draw a card.

{4}{B}{B}{B}, Discard X cards: Exile the top X cards of target opponent's library. You may play lands and cast spells from among cards exiled this way without paying their mana costs.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Gix, Yawqmoth Praetor** (1)(B)(B)

Legendary Creature -- Phyrexian Praetor

Whenever a creature deals combat damage to one of your opponents, its controller may pay 1 life. If they do, they draw a card.

{4}{B}{B}{B}, Discard X cards: Exile the top X cards of target opponent's library. You may play lands and cast spells from among cards exiled this way without paying their mana costs.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gloomlake Verge

Land

{T}: Add {U}.  
{T}: Add {B}. Activate only if you control an Island or a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Gloomlake Verge</div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gloomlake Verge</div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gloomlake Verge</div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>No More Lies</div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>No More Lies</div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>No More Lies</div><div><div>W</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                        | <div><div>Plumecreed Escort</div><div><div>1</div><div>U</div></div></div> <div><div>Creature -- Bird Scout</div><div>Flash<br/>Flying<br/>When this creature enters, target creature you control gains hexproof until end of turn.</div></div> <div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Plumecreed Escort</div><div><div>1</div><div>U</div></div></div> <div><div>Creature -- Bird Scout</div><div>Flash<br/>Flying<br/>When this creature enters, target creature you control gains hexproof until end of turn.</div></div> <div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Seachrome Coast</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                           | <div><div>Seachrome Coast</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Seachrome Coast</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                      | <div><div>Seachrome Coast</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                      |

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| <b>Sheltered by Ghosts</b> (1)(W)<br><hr/> Enchantment -- Aura<br><hr/> <p>Enchant creature you control<br/> When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/> Enchanted creature gets +1/+0 and has lifelink and ward {2}.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Sheltered by Ghosts</b> (1)(W)<br><hr/> Enchantment -- Aura<br><hr/> <p>Enchant creature you control<br/> When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/> Enchanted creature gets +1/+0 and has lifelink and ward {2}.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Sheltered by Ghosts</b> (1)(W)<br><hr/> Enchantment -- Aura<br><hr/> <p>Enchant creature you control<br/> When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br/> Enchanted creature gets +1/+0 and has lifelink and ward {2}.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Spyglass Siren</b> (U)<br><hr/> Creature -- Siren Pirate<br><hr/> <p>Flying<br/> When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Spyglass Siren</b> (U)<br><hr/> Creature -- Siren Pirate<br><hr/> <p>Flying<br/> When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                    | <b>Spyglass Siren</b> (U)<br><hr/> Creature -- Siren Pirate<br><hr/> <p>Flying<br/> When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                    | <b>Spyglass Siren</b> (U)<br><hr/> Creature -- Siren Pirate<br><hr/> <p>Flying<br/> When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                    | <b>Swamp</b><br><hr/> Basic Land -- Swamp<br><hr/> <p>{T}: Add {B}.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                           |

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| <div>Thought-Stalker Warlock (2)(B)</div> <div>Creature -- Lizard Warlock</div> <div>Menace (This creature can't be blocked except by two or more creatures.)<br/>When this creature enters, choose target opponent. If they lost life this turn, they reveal their hand, you choose a nonland card from it, and they discard that card. Otherwise, they discard a card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Thought-Stalker Warlock (2)(B)</div> <div>Creature -- Lizard Warlock</div> <div>Menace (This creature can't be blocked except by two or more creatures.)<br/>When this creature enters, choose target opponent. If they lost life this turn, they reveal their hand, you choose a nonland card from it, and they discard that card. Otherwise, they discard a card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Underground River</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {U} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                    | <div>Underground River</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {U} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                      |
| <div>Anoint with Affliction (1)(B)</div> <div>Instant</div> <div>Exile target creature if it has mana value 3 or less.<br/>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                         | <div>Anoint with Affliction (1)(B)</div> <div>Instant</div> <div>Exile target creature if it has mana value 3 or less.<br/>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                         | <div>Ertai Resurrected (2)(U)(B)</div> <div>Legendary Creature -- Phyrexian Human Wizard</div> <div>Flash<br/>When Ertai Resurrected enters, choose up to one --<br/>* Counter target spell, activated ability, or triggered ability. Its controller draws a card.<br/>* Destroy another target creature or planeswalker. Its controller draws a card.</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Liliana of the Veil (1)(B)(B)</div> <div>Legendary Planeswalker -- Liliana</div> <div>[+1]: Each player discards a card.<br/>[-2]: Target player sacrifices a creature.<br/>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</div> <div>[sideboard]</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <b>Liliana of the Veil</b> (1)(B)(B)<br>Legendary Planeswalker -- Liliana<br>[+1]: Each player discards a card.<br>[-2]: Target player sacrifices a creature.<br>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.<br>[sideboard]<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Loran of the Third Path</b> (2)(W)<br>Legendary Creature -- Human Artificer<br>Vigilance<br>When Loran enters, destroy up to one target artifact or enchantment.<br>{T}: You and target opponent each draw a card.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Loran of the Third Path</b> (2)(W)<br>Legendary Creature -- Human Artificer<br>Vigilance<br>When Loran enters, destroy up to one target artifact or enchantment.<br>{T}: You and target opponent each draw a card.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Loran of the Third Path</b> (2)(W)<br>Legendary Creature -- Human Artificer<br>Vigilance<br>When Loran enters, destroy up to one target artifact or enchantment.<br>{T}: You and target opponent each draw a card.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Negate</b> (1)(U)<br>Instant<br>Counter target noncreature spell.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                    | <b>Negate</b> (1)(U)<br>Instant<br>Counter target noncreature spell.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                 | <b>No More Lies</b> (W)(U)<br>Instant<br>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                        | <b>Rest in Peace</b> (1)(W)<br>Enchantment<br>When this enchantment enters, exile all graveyards.<br>If a card or token would be put into a graveyard from anywhere, exile it instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                               |

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| <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sheltered by Ghosts</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature you control</p> <p>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.</p> <p>Enchanted creature gets +1/+0 and has lifelink and ward {2}.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tishana's Tidebinder</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> <p>Flash</p> <p>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</p> <p>[sideboard]</p> </div> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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