

Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Deeproot Pilgrimage 1U Enchantment Whenever one or more nontoken Merfolk you control become tapped, create a 1/1 blue Merfolk creature token with hexproof. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deeproot Pilgrimage 1U Enchantment Whenever one or more nontoken Merfolk you control become tapped, create a 1/1 blue Merfolk creature token with hexproof. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deeproot Pilgrimage 1U Enchantment Whenever one or more nontoken Merfolk you control become tapped, create a 1/1 blue Merfolk creature token with hexproof. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deeproot Pilgrimage 1U Enchantment Whenever one or more nontoken Merfolk you control become tapped, create a 1/1 blue Merfolk creature token with hexproof. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enduring Curiosity (2)(U)(U) Enchantment Creature -- Cat Glimmer Flash Whenever a creature you control deals combat damage to a player, draw a card. 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.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enduring Curiosity (2)(U)(U) Enchantment Creature -- Cat Glimmer Flash Whenever a creature you control deals combat damage to a player, draw a card. 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.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enduring Curiosity (2)(U)(U) Enchantment Creature -- Cat Glimmer Flash Whenever a creature you control deals combat damage to a player, draw a card. 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.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev
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2/1

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Basic Land -- Island

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

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Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lifecraft Engine Artifact -- Vehicle As this Vehicle enters, choose a creature type. Vehicle creatures you control are the chosen creature type in addition to their other types. Each creature you control of the chosen type other than this Vehicle gets +1/+1. Crew 3 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mindspring Merfolk Creature -- Merfolk Wizard Exhaust -- {X}{U}{U}, {T}: Draw X cards. Put a +1/+1 counter on each Merfolk creature you control. (Activate each exhaust ability only once.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mindspring Merfolk Creature -- Merfolk Wizard Exhaust -- {X}{U}{U}, {T}: Draw X cards. Put a +1/+1 counter on each Merfolk creature you control. (Activate each exhaust ability only once.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mindspring Merfolk Creature -- Merfolk Wizard Exhaust -- {X}{U}{U}, {T}: Draw X cards. Put a +1/+1 counter on each Merfolk creature you control. (Activate each exhaust ability only once.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mistway Spy Creature -- Merfolk Detective Flying Disguise {1}{U} (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.) When this creature is turned face up, until end of turn, whenever a creature you control deals combat damage to a player, investigate. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mistway Spy Creature -- Merfolk Detective Flying Disguise {1}{U} (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.) When this creature is turned face up, until end of turn, whenever a creature you control deals combat damage to a player, investigate. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mistway Spy Creature -- Merfolk Detective Flying Disguise {1}{U} (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.) When this creature is turned face up, until end of turn, whenever a creature you control deals combat damage to a player, investigate. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mistway Spy (U) Creature -- Merfolk Detective Flying Disguise {1}{U} (You may cast this card face down for {3} as a 2/2 creature with ward {2}. Turn it face up any time for its disguise cost.) When this creature is turned face up, until end of turn, whenever a creature you control deals combat damage to a player, investigate. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mockingbird (X)(U) Creature -- Bird Bard Flying You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mockingbird (X)(U) Creature -- Bird Bard Flying You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mockingbird (X)(U) Creature -- Bird Bard Flying You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.	Soulstone Sanctuary Land {T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.	Soulstone Sanctuary Land {T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U

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3/2

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Other Merfolk you control get +1/+1.
Sacrifice a Merfolk: Counter target
noncreature spell unless its
controller pays {1}.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voyager Glidecar W Artifact -- Vehicle When this Vehicle enters, scry 1. Tap three other untapped creatures you control: Until end of turn, this Vehicle becomes an artifact creature and gains flying. Put a +1/+1 counter on it. Crew 1 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voyager Glidecar W Artifact -- Vehicle When this Vehicle enters, scry 1. Tap three other untapped creatures you control: Until end of turn, this Vehicle becomes an artifact creature and gains flying. Put a +1/+1 counter on it. Crew 1 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voyager Glidecar W Artifact -- Vehicle When this Vehicle enters, scry 1. Tap three other untapped creatures you control: Until end of turn, this Vehicle becomes an artifact creature and gains flying. Put a +1/+1 counter on it. Crew 1 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voyager Glidecar W Artifact -- Vehicle When this Vehicle enters, scry 1. Tap three other untapped creatures you control: Until end of turn, this Vehicle becomes an artifact creature and gains flying. Put a +1/+1 counter on it. Crew 1 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bounce Off U Instant Return target creature or Vehicle to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bounce Off U Instant Return target creature or Vehicle to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bounce Off U Instant Return target creature or Vehicle to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cryptic Coat 2U Artifact -- Equipment When this Equipment enters, cloak the top card of your library, then attach this Equipment to it. (To cloak a card, put it onto the battlefield face down as a 2/2 creature with ward {2}. Turn it face up any time for its mana cost if it's a creature card.) Equipped creature gets +1/+0 and can't be blocked. {1}{U}: Return this Equipment to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cryptic Coat 2 U Artifact -- Equipment When this Equipment enters, cloak the top card of your library, then attach this Equipment to it. (To cloak a card, put it onto the battlefield face down as a 2/2 creature with ward {2}. Turn it face up any time for its mana cost if it's a creature card.) Equipped creature gets +1/+0 and can't be blocked. {1}{U}: Return this Equipment to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lost in the Maze X U U Enchantment Flash When this enchantment enters, tap X target creatures. Put a stun counter on each of those creatures you don't control. (If a permanent with a stun counter would become untapped, remove one from it instead.) Tapped creatures you control have hexproof. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lost in the Maze X U U Enchantment Flash When this enchantment enters, tap X target creatures. Put a stun counter on each of those creatures you don't control. (If a permanent with a stun counter would become untapped, remove one from it instead.) Tapped creatures you control have hexproof. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Minor Misstep U Instant Counter target spell with mana value 1 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Minor Misstep U Instant Counter target spell with mana value 1 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Minor Misstep U Instant Counter target spell with mana value 1 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tishana's Tidebinder 2U Creature -- Merfolk Wizard Flash 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.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tishana's Tidebinder 2U Creature -- Merfolk Wizard Flash 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.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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