

Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Curate Instant Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Curate Instant Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Eddymurk Crab Creature -- Elemental Crab Flash This spell costs {1} less to cast for each instant and sorcery card in your graveyard. This creature enters tapped if it's not your turn. When this creature enters, tap up to two target creatures. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eddymurk Crab Creature -- Elemental Crab Flash This spell costs {1} less to cast for each instant and sorcery card in your graveyard. This creature enters tapped if it's not your turn. When this creature enters, tap up to two target creatures. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eluge, the Shoreless Sea Legendary Creature -- Elemental Fish Eluge's power and toughness are each equal to the number of Islands you control. Whenever Eluge enters or attacks, put a flood counter on target land. It's an Island in addition to its other types for as long as it has a flood counter on it. The first instant or sorcery spell you cast each turn costs {U} (or {1}) less to cast for each land you control with a flood counter on it. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ephara's Dispersal Instant This spell costs {2} less to cast if it targets an attacking creature. Return target creature to its owner's hand. Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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This spell costs {2} less to cast if it targets an attacking creature. Return target creature to its owner's hand. **Surveil 2.** (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

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Draw a card for each Island you control, then discard two cards.

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Flying
Haughty Djinn's power is equal to
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cards in your graveyard.
Instant and sorcery spells you cast
cost {1} less to cast.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horned Loch-Whale Card ----- OTHER FACE ----- Horned Loch-Whale Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Into the Flood Maw Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Counter target noncreature spell.

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Spree (Choose one or more additional costs.)

- + {3} -- Create a 2/2 white Spirit creature token with flying.
- + {1} -- Counter target spell unless its controller pays {2}.

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Sleight of Hand U Sorcery Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sleight of Hand U Sorcery Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Three Steps Ahead U Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Three Steps Ahead U Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Three Steps Ahead U Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tolarian Terror 6U Creature -- Serpent This spell costs {1} less to cast for each instant and sorcery card in your graveyard. Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tolarian Terror 6U Creature -- Serpent This spell costs {1} less to cast for each instant and sorcery card in your graveyard. Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tolarian Terror 6U Creature -- Serpent This spell costs {1} less to cast for each instant and sorcery card in your graveyard. Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Unauthorized Exit ①①U Instant Return target nonland permanent to its owner's hand. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unauthorized Exit ①①U Instant Return target nonland permanent to its owner's hand. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unauthorized Exit ①①U Instant Return target nonland permanent to its owner's hand. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unauthorized Exit ①①U Instant Return target nonland permanent to its owner's hand. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Case of the Ransacked Lab ②①U Enchantment -- Case Instant and sorcery spells you cast cost {1} less to cast. To solve -- You've cast four or more instant and sorcery spells this turn. (If unsolved, solve at the beginning of your end step.) Solved -- Whenever you cast an instant or sorcery spell, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conspiracy Unraveler ⑤①①U Creature -- Sphinx Detective Flying You may collect evidence 10 rather than pay the mana cost for spells you cast. (To collect evidence 10, exile cards with total mana value 10 or greater from your graveyard.) [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conspiracy Unraveler ⑤①①U Creature -- Sphinx Detective Flying You may collect evidence 10 rather than pay the mana cost for spells you cast. (To collect evidence 10, exile cards with total mana value 10 or greater from your graveyard.) [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conspiracy Unraveler ⑤①①U Creature -- Sphinx Detective Flying You may collect evidence 10 rather than pay the mana cost for spells you cast. (To collect evidence 10, exile cards with total mana value 10 or greater from your graveyard.) [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eaten by Piranhas1U Enchantment -- Aura Flash (You may cast this spell any time you could cast an instant.) Enchant creature Enchanted creature loses all abilities and is a black Skeleton creature with base power and toughness 1/1. (It loses all other colors, card types, and creature types.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fleeting Reflection1U Instant Target creature you control gains hexproof until end of turn. Untap that creature. Until end of turn, it becomes a copy of up to one other target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fleeting Reflection1U Instant Target creature you control gains hexproof until end of turn. Untap that creature. Until end of turn, it becomes a copy of up to one other target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kitnap2UU Enchantment -- Aura Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.) Enchant creature When this Aura enters, tap enchanted creature. If the gift wasn't promised, put three stun counters on it. You control enchanted creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
One with the Multiverse6UU Enchantment You may look at the top card of your library any time. You may play lands and cast spells from the top of your library. Once during each of your turns, you may cast a spell from your hand or the top of your library without paying its mana cost. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Proft's Eidetic Memory1U Legendary Enchantment When Proft's Eidetic Memory enters, draw a card. You have no maximum hand size. At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tishana's Tidebinder2U 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 PLAYbotbox.dev	Tishana's Tidebinder2U 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 PLAYbotbox.dev

Tishana's Tidebinder (2)(U)

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

Tolarian Contempt (3)(U)(U)

Enchantment

When this enchantment enters, put a rejection counter on each creature your opponents control.
At the beginning of your end step, for each opponent, choose up to one target creature they control with a rejection counter on it. That creature's owner puts it on their choice of the top or bottom of their library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tolarian Contempt (3)(U)(U)

Enchantment

When this enchantment enters, put a rejection counter on each creature your opponents control.
At the beginning of your end step, for each opponent, choose up to one target creature they control with a rejection counter on it. That creature's owner puts it on their choice of the top or bottom of their library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev