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| <div><div><div>Abuelo's Awakening</div><div>X3W</div></div><div>Sorcery</div><div>Return target artifact or non-Aura enchantment card from your graveyard to the battlefield with X additional +1/+1 counters on it. It's a 1/1 Spirit creature with flying in addition to its other types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Abuelo's Awakening</div><div>X3W</div></div><div>Sorcery</div><div>Return target artifact or non-Aura enchantment card from your graveyard to the battlefield with X additional +1/+1 counters on it. It's a 1/1 Spirit creature with flying in addition to its other types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Abuelo's Awakening</div><div>X3W</div></div><div>Sorcery</div><div>Return target artifact or non-Aura enchantment card from your graveyard to the battlefield with X additional +1/+1 counters on it. It's a 1/1 Spirit creature with flying in addition to its other types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Abuelo's Awakening</div><div>X3W</div></div><div>Sorcery</div><div>Return target artifact or non-Aura enchantment card from your graveyard to the battlefield with X additional +1/+1 counters on it. It's a 1/1 Spirit creature with flying in addition to its other types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Adarkar Wastes</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div><div>Adarkar Wastes</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div><div>Adarkar Wastes</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {U}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div><div>Cavern of Souls</div></div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       |

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| <div><div><div>Ephara's Dispersal</div><div>②①</div></div><div>Instant</div><div><p>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.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ephara's Dispersal</div><div>②①</div></div><div>Instant</div><div><p>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.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ephara's Dispersal</div><div>②①</div></div><div>Instant</div><div><p>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.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                      | <div><div><div>Ephara's Dispersal</div><div>②①</div></div><div>Instant</div><div><p>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.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                      |
| <div><div><div>Fabled Passage</div><div></div></div><div>Land</div><div><p>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                       | <div><div><div>Fabled Passage</div><div></div></div><div>Land</div><div><p>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                       | <div><div><div>Fallaji Archaeologist</div><div>①①</div></div><div>Creature -- Human Scout</div><div><p>When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</p></div><div><div>0/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fallaji Archaeologist</div><div>①①</div></div><div>Creature -- Human Scout</div><div><p>When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</p></div><div><div>0/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

## Floodfarm Verge

Land

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

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## Floodfarm Verge

Land

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

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{T}: Add {W}.  
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## Floodfarm Verge

Land

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

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## Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

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

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| <div><div><div>Jace, the Perfected Mind</div><div><div>2</div><div>U</div><div>UP</div></div></div><div>Legendary Planeswalker -- Jace</div><div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/>[+1]: Until your next turn, up to one target creature gets -3/-0.<br/>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.<br/>[-X]: Target player mills three times X cards.</div><div><div>L</div><div>5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Marang River Regent</div><div><div>4</div><div>U</div><div>U</div></div></div><div>Creature -- Dragon</div><div>Flying<br/>When this creature enters, return up to two other target nonland permanents to their owners' hands.</div><div><div>6/7</div></div><div>-----ADVENTURE-----</div><div><div>Coil and Catch</div><div><div>3</div><div>U</div></div></div><div>Instant -- Omen</div><div>Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Marang River Regent</div><div><div>4</div><div>U</div><div>U</div></div></div><div>Creature -- Dragon</div><div>Flying<br/>When this creature enters, return up to two other target nonland permanents to their owners' hands.</div><div><div>6/7</div></div><div>-----ADVENTURE-----</div><div><div>Coil and Catch</div><div><div>3</div><div>U</div></div></div><div>Instant -- Omen</div><div>Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Marang River Regent</div><div><div>4</div><div>U</div><div>U</div></div></div><div>Creature -- Dragon</div><div>Flying<br/>When this creature enters, return up to two other target nonland permanents to their owners' hands.</div><div><div>6/7</div></div><div>-----ADVENTURE-----</div><div><div>Coil and Catch</div><div><div>3</div><div>U</div></div></div><div>Instant -- Omen</div><div>Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Marang River Regent</div><div><div>4</div><div>U</div><div>U</div></div></div><div>Creature -- Dragon</div><div>Flying<br/>When this creature enters, return up to two other target nonland permanents to their owners' hands.</div><div><div>6/7</div></div><div>-----ADVENTURE-----</div><div><div>Coil and Catch</div><div><div>3</div><div>U</div></div></div><div>Instant -- Omen</div><div>Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div><div>Meticulous Archive</div></div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>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><div>Meticulous Archive</div></div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>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><div>Meticulous Archive</div></div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>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>                                                                                                                                                                                                                                                   |

## Land -- Plains Island

(**{T}**: Add **{W}** 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.)

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7 U U U

## Enchantment

You may cast spells from your hand without paying their mana costs.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

7 U U U

## Enchantment

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7 U U U

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

7 U U U

## Enchantment

You may cast spells from your hand without paying their mana costs.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Creature -- Human Wizard

When this creature enters or dies, choose one --

- \* Draw a card, then discard a card.
- \* Shuffle up to four target cards with mana value 3 or greater from your graveyard into your library.

1/3

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①②

Creature -- Human Wizard

When this creature enters or dies, choose one --

- \* Draw a card, then discard a card.
- \* Shuffle up to four target cards with mana value 3 or greater from your graveyard into your library.

1/3

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3 U U

Enchantment Creature -- Avatar Horror

Impending 4--{{1}}{{U}}{{U}} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)

Flying

Whenever this permanent enters or attacks, draw two cards, then discard a card.

5/3

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| <div><div>Overlord of the Floodpits (3)(U)(U)</div><div>Enchantment Creature -- Avatar Horror</div><div>Impending 4--(1){U}{U} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Flying<br/>Whenever this permanent enters or attacks, draw two cards, then discard a card.</div><div>5/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Overlord of the Floodpits (3)(U)(U)</div><div>Enchantment Creature -- Avatar Horror</div><div>Impending 4--(1){U}{U} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Flying<br/>Whenever this permanent enters or attacks, draw two cards, then discard a card.</div><div>5/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Overlord of the Floodpits (3)(U)(U)</div><div>Enchantment Creature -- Avatar Horror</div><div>Impending 4--(1){U}{U} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Flying<br/>Whenever this permanent enters or attacks, draw two cards, then discard a card.</div><div>5/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  |
| <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                        | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                        | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                        | <div><div>Roiling Dragonstorm (1)(U)</div><div>Enchantment</div><div>When this enchantment enters, draw two cards, then discard a card.<br/>When a Dragon you control enters, return this enchantment to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

① ②

When this enchantment enters, draw two cards, then discard a card. When a Dragon you control enters, return this enchantment to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

When this enchantment enters, draw two cards, then discard a card. When a Dragon you control enters, return this enchantment to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

When this enchantment enters, draw two cards, then discard a card. When a Dragon you control enters, return this enchantment to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑤

Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <p><b>Temporary Lockdown</b> (1)(W)(W)</p> <p>Enchantment</p> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                              | <p><b>Temporary Lockdown</b> (1)(W)(W)</p> <p>Enchantment</p> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                              | <p><b>Temporary Lockdown</b> (1)(W)(W)</p> <p>Enchantment</p> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                          | <p><b>Temporary Lockdown</b> (1)(W)(W)</p> <p>Enchantment</p> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                          |
| <p><b>Beza, the Bounding Spring</b> (2)(W)(W)</p> <p>Legendary Creature -- Elemental Elk</p> <p>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</p> <p>[sideboard]</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Beza, the Bounding Spring</b> (2)(W)(W)</p> <p>Legendary Creature -- Elemental Elk</p> <p>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</p> <p>[sideboard]</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Get Lost</b> (1)(W)</p> <p>Instant</p> <p>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Get Lost</b> (1)(W)</p> <p>Instant</p> <p>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div> <div>Get Lost</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.) </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Negate</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> Counter target noncreature spell. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                         | <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>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                | <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>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                |
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