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| <div> <div> <b>Accursed Marauder</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie Warrior</div> <div> <p>When this creature enters, each player sacrifices a nontoken creature of their choice.</p> </div> <div> <div>2/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Aether Spike</b> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose target spell. You get {E}{E} (two energy counters), then you may pay any amount of {E}. Counter that spell unless its controller pays {1} for each {E} paid this way.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>A Little Chat</b> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell.)<br/>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.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Banewhip Punisher</b> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Human Warrior</div> <div> <p>When this creature enters, you may put a -1/-1 counter on target creature.<br/>{B}, Sacrifice this creature: Destroy target creature that has a -1/-1 counter on it.</p> </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div> <b>Blighted Fen</b> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.<br/>{4}{B}, {T}, Sacrifice this land: Target opponent sacrifices a creature of their choice.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                           | <div> <div> <b>Boomerang</b> <div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Return target permanent to its owner's hand.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                    | <div> <div> <b>Brainstorm</b> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Draw three cards, then put two cards from your hand on top of your library in any order.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                            | <div> <div> <b>Candlekeep Sage</b> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Legendary Enchantment -- Background</div> <div> <p>Commander creatures you own have "When this creature enters or leaves the battlefield, draw a card."</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                     |

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| <p><b>Choked Estuary</b></p> <p>Land</p> <p>As this land enters, you may reveal an Island or Swamp card from your hand. If you don't, this land enters tapped.</p> <p>{T}: Add {U} or {B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                           | <p><b>Command Tower</b></p> <p>Land</p> <p>{T}: Add one mana of any color in your commander's color identity.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                              | <p><b>Consider</b> <span>U</span></p> <p>Instant</p> <p>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Counterspell</b> <span>U</span><span>U</span></p> <p>Instant</p> <p>Counter target spell.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Creeping Tar Pit</b></p> <p>Land</p> <p>This land enters tapped.</p> <p>{T}: Add {U} or {B}.</p> <p>{1}{U}{B}: Until end of turn, this land becomes a 3/2 blue and black Elemental creature. It's still a land. It can't be blocked this turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Curiosity</b> <span>U</span></p> <p>Enchantment -- Aura</p> <p>Enchant creature</p> <p>Whenever enchanted creature deals damage to an opponent, you may draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Darkslick Shores</b></p> <p>Land</p> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {U} or {B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                     | <p><b>Darkwater Catacombs</b></p> <p>Land</p> <p>{1}, {T}: Add {U}{B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                          |

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| <div> <b>Deceive the Messenger</b> <span>U</span> </div> <div>Instant</div> <div> <p>Target creature gets -3/-0 until end of turn.</p> <p>Amass Orcs 1. (Put a +1/+1 counter on an Army you control. It's also an Orc. If you don't control an Army, create a 0/0 black Orc Army creature token first.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Deliberate</b> <span>1U</span> </div> <div>Instant</div> <div> <p>Scry 2, then draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                       | <div> <b>Dimir Aqueduct</b> </div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>When this land enters, return a land you control to its owner's hand.</p> <p>{T}: Add {U}{B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                        | <div> <b>Dismal Backwater</b> </div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>When this land enters, you gain 1 life.</p> <p>{T}: Add {U} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                               |
| <div> <b>Dream Fracture</b> <span>1UU</span> </div> <div>Instant</div> <div> <p>Counter target spell. Its controller draws a card.</p> <p>Draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                  | <div> <b>Drowned Catacomb</b> </div> <div>Land</div> <div> <p>This land enters tapped unless you control an Island or a Swamp.</p> <p>{T}: Add {U} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Ertai Resurrected</b> <span>2UB</span> </div> <div>           Legendary Creature -- Phyrexian Human Wizard         </div> <div> <p>Flash</p> <p>When Ertai Resurrected enters, choose up to one --</p> <ul style="list-style-type: none"> <li>* Counter target spell, activated ability, or triggered ability. Its controller draws a card.</li> <li>* Destroy another target creature or planeswalker. Its controller draws a card.</li> </ul> </div> <div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Ertai's Scorn</b> <span>1UU</span> </div> <div>Instant</div> <div> <p>This spell costs {U} less to cast if an opponent cast two or more spells this turn.</p> <p>Counter target spell.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <div>Exhume</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div>Each player puts a creature card from their graveyard onto the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                      | <div> <div>Exotic Orchard</div> </div> <div>Land</div> <div>{T}: Add one mana of any color that a land an opponent controls could produce.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                             | <div> <div>Fact or Fiction</div> <div> <div>3</div> <div>U</div> </div> </div> <div>Instant</div> <div>Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                         | <div> <div>Feign Death</div> <div> <div>B</div> </div> </div> <div>Instant</div> <div>Until end of turn, target creature gains "When this creature dies, return it to the battlefield tapped under its owner's control with a +1/+1 counter on it."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                              |
| <div> <div>Genju of the Falls</div> <div> <div>U</div> </div> </div> <div>Enchantment -- Aura</div> <div>           Enchant Island<br/>           {2}: Enchanted Island becomes a 3/2 blue Spirit creature with flying until end of turn. It's still a land.<br/>           When enchanted Island is put into a graveyard, you may return this card from your graveyard to your hand.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Ghostly Flicker</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Instant</div> <div>Exile two target artifacts, creatures, and/or lands you control, then return those cards to the battlefield under your control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Ghostly Pilferer</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Creature -- Spirit Rogue</div> <div>           Whenever this creature becomes untapped, you may pay {2}. If you do, draw a card.<br/>           Whenever an opponent casts a spell from anywhere other than their hand, draw a card.<br/>           Discard a card: This creature can't be blocked this turn.         </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Gonti, Lord of Luxury</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>Legendary Creature -- Aetherborn Rogue</div> <div>           Deathtouch<br/>           When Gonti enters, look at the top four cards of target opponent's library, exile one of them face down, then put the rest on the bottom of that library in a random order. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell.         </div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

1 U B

Flying  
When this creature enters, you may pay {X}. When you do, you may cast target instant or sorcery card with mana value X from a graveyard without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

3/1

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② ③

Devoid (This card has no color.)  
Flash  
When you cast this spell, counter  
target spell an opponent controls  
unless they pay {1}.  
Flying

2/2

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**B**

Each player sacrifices a creature of their choice.

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## Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

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sheet 5/13 - 8 cards - 2.5 x 3.5 in each

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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| <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>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>Jwari Disruption1U</div><div>Instant</div><div>Counter target spell unless its controller pays {1}.</div><div>-----BACK FACE-----</div><div><div>Jwari Ruins</div><div>Land</div><div>This land enters tapped.</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Kitesail Larcenist2U</div><div>Creature -- Human Pirate</div><div>Flying, ward {1}<br/>When this creature enters, for each player, choose up to one other target artifact or creature that player controls. For as long as this creature remains on the battlefield, the chosen permanents become Treasure artifacts with "{T}, Sacrifice this artifact: Add one mana of any color" and lose all other abilities.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Liliana's Standard Bearer2B</div><div>Creature -- Zombie Knight</div><div>Flash<br/>When this creature enters, draw X cards, where X is the number of creatures that died under your control this turn.</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Lochmere Serpent</b> <div> <div>4</div> <div>U</div> <div>B</div> </div> </div> <div> <div>Creature -- Serpent</div> <div>Flash</div> <div>{U}, Sacrifice an Island: This creature can't be blocked this turn.</div> <div>{B}, Sacrifice a Swamp: You gain 1 life and draw a card.</div> <div>{U}{B}: Exile five target cards from an opponent's graveyard. Return this card from your graveyard to your hand. Activate only as a sorcery.</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Long Goodbye</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div>This spell can't be countered. (This includes by the ward ability.)</div> <div>Destroy target creature or planeswalker with mana value 3 or less.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Massacre Girl</b> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Human Assassin</div> <div>Menace</div> <div>When Massacre Girl enters, each other creature gets -1/-1 until end of turn. Whenever a creature dies this turn, each creature other than Massacre Girl gets -1/-1 until end of turn.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Memory Lapse</b> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                           |
| <div> <b>Merciless Executioner</b> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Orc Warrior</div> <div>When this creature enters, each player sacrifices a creature of their choice.</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                        | <div> <b>Mirrodin Avenged</b> <div> <div>B</div> </div> </div> <div> <div>Instant</div> <div>Destroy target creature that was dealt damage this turn.</div> <div>Draw a card.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                           | <div> <b>Mirror Image</b> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Shapeshifter</div> <div>You may have this creature enter as a copy of a creature you control.</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                             | <div> <b>Mission Briefing</b> <div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Surveil 2, then choose an instant or sorcery card in your graveyard. You may cast it this turn. If that spell would be put into your graveyard, exile it instead. (To 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.)</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div> <div>Murmuring Mystic</div> <div> <div>3</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying. </div> <div>1/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>     | <div> <div>Myrkul's Edict</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> Roll a d20.<br/> 1--9   Choose an opponent. That player sacrifices a creature of their choice.<br/> 10--19   Each opponent sacrifices a creature of their choice.<br/> 20   Each opponent sacrifices a creature with the greatest power among creatures that player controls. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                   | <div> <div>Not Dead After All</div> <div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Nymris, Oona's Trickster</div> <div> <div>3</div> <div>U</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Faerie Knight</div> <div> Flash<br/> Flying<br/> Whenever you cast your first spell during each opponent's turn, look at the top two cards of your library. Put one of those cards into your hand and the other into your graveyard. </div> <div>1/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Obscura Storefront</div> </div> <div> <div>Land</div> <div> When this land enters, sacrifice it. When you do, search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle and you gain 1 life. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Omen of the Sea</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Enchantment</div> <div> Flash (You may cast this spell any time you could cast an instant.)<br/> When this enchantment enters, scry 2, then draw a card.<br/> {2}{U}, Sacrifice this enchantment: Scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Poison the Cup</div> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> Destroy target creature. If this spell was foretold, scry 2.<br/> Foretell {1}{B} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                             | <div> <div>Rhystic Study</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Enchantment</div> <div> Whenever an opponent casts a spell, you may draw a card unless that player pays {1}. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                      |

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| <div>Rivendell</div> <div>Legendary Land</div> <div>Rivendell enters tapped unless you control a legendary creature.<br/>{T}: Add {U}.<br/>{1}{U}, {T}: Scry 2. Activate only if you control a legendary creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                           | <div>Run Away Together</div> <div>Instant</div> <div>Choose two target creatures controlled by different players. Return those creatures to their owners' hands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                | <div>Saw It Coming</div> <div>Instant</div> <div>Counter target spell.<br/>Foretell {1}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                       | <div>Serum Visionary</div> <div>Creature -- Vedalken Wizard</div> <div>When this creature enters, draw a card, then scry 2.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                  |
| <div>Siphon Insight</div> <div>Instant</div> <div>Look at the top two cards of target opponent's library. Exile one of them face down and put the other on the bottom of that library. You may play the exiled card for as long as it remains exiled, and you may spend mana as though it were mana of any color to cast that spell.<br/>Flashback {1}{U}{B}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Slitherwisp</div> <div>Creature -- Elemental Nightmare</div> <div>Flash<br/>Whenever you cast another spell that has flash, you draw a card and each opponent loses 1 life.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Snarling Gorehound</div> <div>Creature -- Dog</div> <div>Menace<br/>Whenever another creature you control with power 2 or less enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Spectral Sailor</div> <div>Creature -- Spirit Pirate</div> <div>Flash (You may cast this spell any time you could cast an instant.)<br/>Flying<br/>{3}{U}: Draw a card.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                          | <div><div><div>Spell Snare</div><div>Instant</div><div>Counter target spell with mana value 2.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Stern Scolding</div><div>Instant</div><div>Counter target creature spell with power or toughness 2 or less.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Sudden Edict</div><div>Instant</div><div>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)<br/>Target player sacrifices a creature of their choice.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Supernatural Stamina</div><div>Instant</div><div>Until end of turn, target creature gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>( {T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                  | <div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>( {T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                              | <div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>( {T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                      |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                        |
| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tainted Isle</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {U} or {B}. Activate only if you control a Swamp.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

① ②

Exile target permanent you control. Return that card to the battlefield under its owner's control at the beginning of the next end step. If it enters as a creature, it enters with an additional +1/+1 counter on it.

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## Temple of Deceit

This land enters tapped.  
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)  
{T}: Add {U} or {B}.

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UB

```
Choose one --
* Destroy target creature with mana
value 3 or less.
* Return target creature to its
owner's hand.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Destroy target monocolored creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Underground River

```
{T}: Add {C}.
{T}: Add {U} or {B}. This land deals
1 damage to you.
```

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**B**

Until end of turn, target creature gains "When this creature dies, return it to the battlefield tapped under its owner's control with a +1/+1 counter on it."

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U

Return target creature to its owner's hand.

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U

Cleave {1}{U}{U} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)

Counter target spell [that wasn't cast from its owner's hand].

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| <div> <div>Wavebreak Hippocamp</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Enchantment Creature -- Horse Fish</div> <div>Whenever you cast your first spell during each opponent's turn, draw a card.</div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Withdraw</div> <div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Return target creature to its owner's hand. Then return another target creature to its owner's hand unless its controller pays {1}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Wizard's Retort</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>This spell costs {1} less to cast if you control a Wizard. Counter target spell.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>You Are Already Dead</div> <div> <div>B</div> </div> </div> <div> <div>Instant</div> <div>Destroy target creature that was dealt damage this turn. Draw a card.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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