

Chart a Course 1 U Sorcery Draw two cards. Then discard a card unless you attacked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chart a Course 1 U Sorcery Draw two cards. Then discard a card unless you attacked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Curious Obsession U Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card." At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Curious Obsession U Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card." At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Curious Obsession U Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card." At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Curious Obsession U Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card." At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dive Down U Instant Target creature you control gets +0/+3 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dive Down U Instant Target creature you control gets +0/+3 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dive Down Instant Target creature you control gets +0/+3 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Essence Scatter Instant Counter target creature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Essence Scatter Instant Counter target creature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Essence Scatter Instant Counter target creature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Essence Scatter Instant Counter target creature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exclusion Mage Creature -- Human Wizard When this creature enters, return target creature an opponent controls to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exclusion Mage Creature -- Human Wizard When this creature enters, return target creature an opponent controls to its owner's hand. 2/2 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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Memorial to Genius Land This land enters tapped. {T}: Add {U}. {4}{U}, {T}, Sacrifice this land: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Merfolk Trickster Creature -- Merfolk Wizard Flash When this creature enters, tap target creature an opponent controls. It loses all abilities until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Merfolk Trickster Creature -- Merfolk Wizard Flash When this creature enters, tap target creature an opponent controls. It loses all abilities until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Merfolk Trickster Creature -- Merfolk Wizard Flash When this creature enters, tap target creature an opponent controls. It loses all abilities until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Merfolk Trickster (U)(U) Creature -- Merfolk Wizard Flash When this creature enters, tap target creature an opponent controls. It loses all abilities until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mist-Cloaked Herald (U) Creature -- Merfolk Warrior This creature can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mist-Cloaked Herald (U) Creature -- Merfolk Warrior This creature can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mist-Cloaked Herald (U) Creature -- Merfolk Warrior This creature can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mist-Cloaked Herald (U) Creature -- Merfolk Warrior This creature can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nightveil Sprite (1)(U) Creature -- Faerie Rogue Flying Whenever this creature attacks, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nightveil Sprite (1)(U) Creature -- Faerie Rogue Flying Whenever this creature attacks, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Siren Stormtamer (U) Creature -- Siren Pirate Wizard Flying {U}, Sacrifice this creature: Counter target spell or ability that targets you or a creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Siren Stormtamer U Creature -- Siren Pirate Wizard Flying {U}, Sacrifice this creature: Counter target spell or ability that targets you or a creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Siren Stormtamer U Creature -- Siren Pirate Wizard Flying {U}, Sacrifice this creature: Counter target spell or ability that targets you or a creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Siren Stormtamer U Creature -- Siren Pirate Wizard Flying {U}, Sacrifice this creature: Counter target spell or ability that targets you or a creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tempest Djinn UUU Creature -- Djinn Flying This creature gets +1/+0 for each basic Island you control. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tempest Djinn UUU Creature -- Djinn Flying This creature gets +1/+0 for each basic Island you control. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tempest Djinn UUU Creature -- Djinn Flying This creature gets +1/+0 for each basic Island you control. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tempest Djinn UUU Creature -- Djinn Flying This creature gets +1/+0 for each basic Island you control. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wizard's Retort 1 U U Instant This spell costs {1} less to cast if you control a Wizard. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wizard's Retort 1 U U Instant This spell costs {1} less to cast if you control a Wizard. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wizard's Retort 1 U U Instant This spell costs {1} less to cast if you control a Wizard. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wizard's Retort 1 U U Instant This spell costs {1} less to cast if you control a Wizard. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Chart a Course 1 U Sorcery Draw two cards. Then discard a card unless you attacked this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Diamond Mare 2 Artifact Creature -- Horse As this creature enters, choose a color. Whenever you cast a spell of the chosen color, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/3	Diamond Mare 2 Artifact Creature -- Horse As this creature enters, choose a color. Whenever you cast a spell of the chosen color, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/3	Fountain of Renewal 1 Artifact At the beginning of your upkeep, you gain 1 life. {3}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fountain of Renewal ① Artifact At the beginning of your upkeep, you gain 1 life. {3}, Sacrifice this artifact: Draw a card. [sideboard] L3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace, Cunning Castaway ①UUU Legendary Planeswalker -- Jace [+1]: Whenever one or more creatures you control deal combat damage to a player this turn, draw a card, then discard a card. [-2]: Create a 2/2 blue Illusion creature token with "When this token becomes the target of a spell, sacrifice it." [-5]: Create two tokens that are copies of Jace, except they're not legendary. [sideboard] L3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace, Cunning Castaway ①UUU Legendary Planeswalker -- Jace [+1]: Whenever one or more creatures you control deal combat damage to a player this turn, draw a card, then discard a card. [-2]: Create a 2/2 blue Illusion creature token with "When this token becomes the target of a spell, sacrifice it." [-5]: Create two tokens that are copies of Jace, except they're not legendary. [sideboard] L3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate ①U Instant Counter target noncreature spell. [sideboard] L3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Search for Azcanta ①U Legendary Enchantment At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.) [sideboard] BACK FACE Azcanta, the Sunken Ruin Legendary Land (Transforms from Search for Azcanta.) {T}: Add {U}. {2}{U}, {T}: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in any order. L3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Search for Azcanta ①U Legendary Enchantment At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.) [sideboard] BACK FACE Azcanta, the Sunken Ruin Legendary Land (Transforms from Search for Azcanta.) {T}: Add {U}. {2}{U}, {T}: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in any order. L3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] L3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] L3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Surge Mare UU Creature -- Horse Fish This creature can't be blocked by green creatures. Whenever this creature deals damage to an opponent, you may draw a card. If you do, discard a card. {1}{U}: This creature gets +2/-2 until end of turn. [sideboard] 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surge Mare UU Creature -- Horse Fish This creature can't be blocked by green creatures. Whenever this creature deals damage to an opponent, you may draw a card. If you do, discard a card. {1}{U}: This creature gets +2/-2 until end of turn. [sideboard] 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surge Mare UU Creature -- Horse Fish This creature can't be blocked by green creatures. Whenever this creature deals damage to an opponent, you may draw a card. If you do, discard a card. {1}{U}: This creature gets +2/-2 until end of turn. [sideboard] 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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