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| <div>Adarkar Wastes</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 PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                               | <div>Adarkar Wastes</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 PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                               | <div>Adarkar Wastes</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 PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                               | <div>Adarkar Wastes</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 PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                               |
| <div>Enduring Innocence 1WW</div> <div>Enchantment Creature -- Sheep Glimmer</div> <div>Lifelink<br/>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br/>When Enduring Innocence 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.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Enduring Innocence 1WW</div> <div>Enchantment Creature -- Sheep Glimmer</div> <div>Lifelink<br/>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br/>When Enduring Innocence 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.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Enduring Innocence 1WW</div> <div>Enchantment Creature -- Sheep Glimmer</div> <div>Lifelink<br/>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br/>When Enduring Innocence 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.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Enduring Innocence 1WW</div> <div>Enchantment Creature -- Sheep Glimmer</div> <div>Lifelink<br/>Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.<br/>When Enduring Innocence 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.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div>Entity Tracker</div> <div>2U</div> <div>Creature -- Human Scout</div> <div>Flash</div> <div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Entity Tracker</div> <div>2U</div> <div>Creature -- Human Scout</div> <div>Flash</div> <div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Entity Tracker</div> <div>2U</div> <div>Creature -- Human Scout</div> <div>Flash</div> <div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Entity Tracker</div> <div>2U</div> <div>Creature -- Human Scout</div> <div>Flash</div> <div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Ethereal Armor</div> <div>W</div> <div>Enchantment -- Aura</div> <div>Enchant creature</div> <div>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <div>Ethereal Armor</div> <div>W</div> <div>Enchantment -- Aura</div> <div>Enchant creature</div> <div>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <div>Ethereal Armor</div> <div>W</div> <div>Enchantment -- Aura</div> <div>Enchant creature</div> <div>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <div>Ethereal Armor</div> <div>W</div> <div>Enchantment -- Aura</div> <div>Enchant creature</div> <div>Enchanted creature gets +1/+1 for each enchantment you control and has first strike.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            |

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| <div><div><div>Floodfarm Verge</div><div>Land</div><div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                | <div><div><div>Floodfarm Verge</div><div>Land</div><div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                | <div><div><div>Floodfarm Verge</div><div>Land</div><div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                          | <div><div><div>Floodfarm Verge</div><div>Land</div><div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                          |
| <div><div><div>Gremlin Tamer</div><div>ⓂⓈ</div><div>Creature -- Human Scout</div><div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 1/1 red Gremlin creature token.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Gremlin Tamer</div><div>ⓂⓈ</div><div>Creature -- Human Scout</div><div>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 1/1 red Gremlin creature token.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Inquisitive Glimmer</div><div>ⓂⓈ</div><div>Enchantment Creature -- Fox Glimmer</div><div>Enchantment spells you cast cost {1} less to cast.<br/>Unlock costs you pay cost {1} less.</div><div><div>2/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Inquisitive Glimmer</div><div>ⓂⓈ</div><div>Enchantment Creature -- Fox Glimmer</div><div>Enchantment spells you cast cost {1} less to cast.<br/>Unlock costs you pay cost {1} less.</div><div><div>2/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

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| <b>Inquisitive Glimmer</b> <span>W</span> <span>U</span><br>Enchantment Creature -- Fox Glimmer<br>Enchantment spells you cast cost {1} less to cast.<br>Unlock costs you pay cost {1} less.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                  | <b>Inquisitive Glimmer</b> <span>W</span> <span>U</span><br>Enchantment Creature -- Fox Glimmer<br>Enchantment spells you cast cost {1} less to cast.<br>Unlock costs you pay cost {1} less.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                  | <b>Island</b><br>Basic Land -- Island<br>({T}: Add {U}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                     | <b>Island</b><br>Basic Land -- Island<br>({T}: Add {U}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                  |
| <b>Meticulous Archive</b><br>Land -- Plains Island<br>({T}: Add {W} or {U}.)<br>This land enters tapped.<br>When this land enters, surveil 1.<br>(Look at the top card of your library. You may put it into your graveyard.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Meticulous Archive</b><br>Land -- Plains Island<br>({T}: Add {W} or {U}.)<br>This land enters tapped.<br>When this land enters, surveil 1.<br>(Look at the top card of your library. You may put it into your graveyard.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Meticulous Archive</b><br>Land -- Plains Island<br>({T}: Add {W} or {U}.)<br>This land enters tapped.<br>When this land enters, surveil 1.<br>(Look at the top card of your library. You may put it into your graveyard.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Optimistic Scavenger</b> <span>W</span><br>Creature -- Human Scout<br>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

W

Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.

1/1

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5

Impending 4--{2}{W}{W} (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.)

Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.

6/6

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⑤

Impending 4--{2}{W}{W} (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.)

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6/6

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⑤

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6/6

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## Basic Land -- Plains

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

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## Basic Land -- Plains

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

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| <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>Restless Anchorage</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.<br/>{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.<br/>Whenever this land attacks, create a Map token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

**Land**

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This land enters tapped unless you control two or fewer other lands.

{T}: Add {W} or {U}.

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Enchantment -- Aura
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Flash

Enchant creature you control

As long as this Aura entered this turn, enchanted creature has hexproof.

Enchanted creature gets +1/+1.

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Enchantment -- Aura
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Flash  
Enchant creature you control  
As long as this Aura entered this  
turn, enchanted creature has  
hexproof.  
Enchanted creature gets +1/+1.

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| Enchantment -- Aura                                                      |
|--------------------------------------------------------------------------|
| Flash                                                                    |
| Enchant creature you control                                             |
| As long as this Aura entered this turn, enchanted creature has hexproof. |
| Enchanted creature gets +1/+1.                                           |

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## Enchantment -- Aura

---

Enchant creature you control  
When this Aura enters, exile target  
nonland permanent an opponent  
controls until this Aura leaves the  
battlefield.  
Enchanted creature gets +1/+0 and  
has lifelink and ward {2}.

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## Enchantment -- Aura

---

Enchant creature you control  
When this Aura enters, exile target  
nonland permanent an opponent  
controls until this Aura leaves the  
battlefield.  
Enchanted creature gets +1/+0 and  
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## Enchantment -- Aura

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battlefield.  
Enchanted creature gets +1/+0 and  
has lifelink and ward {2}.

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| <div>Silent Hallcreeper (1)(U)</div> <div>Enchantment Creature -- Horror</div> <div>This creature can't be blocked. Whenever this creature deals combat damage to a player, choose one that hasn't been chosen --<br/>* Put two +1/+1 counters on this creature.<br/>* Draw a card.<br/>* This creature becomes a copy of another target creature you control.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Silent Hallcreeper (1)(U)</div> <div>Enchantment Creature -- Horror</div> <div>This creature can't be blocked. Whenever this creature deals combat damage to a player, choose one that hasn't been chosen --<br/>* Put two +1/+1 counters on this creature.<br/>* Draw a card.<br/>* This creature becomes a copy of another target creature you control.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Silent Hallcreeper (1)(U)</div> <div>Enchantment Creature -- Horror</div> <div>This creature can't be blocked. Whenever this creature deals combat damage to a player, choose one that hasn't been chosen --<br/>* Put two +1/+1 counters on this creature.<br/>* Draw a card.<br/>* This creature becomes a copy of another target creature you control.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Silent Hallcreeper (1)(U)</div> <div>Enchantment Creature -- Horror</div> <div>This creature can't be blocked. Whenever this creature deals combat damage to a player, choose one that hasn't been chosen --<br/>* Put two +1/+1 counters on this creature.<br/>* Draw a card.<br/>* This creature becomes a copy of another target creature you control.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>        |
| <div>Exorcise (1)(W)</div> <div>Sorcery</div> <div>Exile target artifact, enchantment, or creature with power 4 or greater.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                            | <div>Exorcise (1)(W)</div> <div>Sorcery</div> <div>Exile target artifact, enchantment, or creature with power 4 or greater.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                            | <div>Get Lost (1)(W)</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                          | <div>Kitnap (2)(U)(U)</div> <div>Enchantment -- Aura</div> <div>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.)<br/>Enchant creature<br/>When this Aura enters, tap enchanted creature. If the gift wasn't promised, put three stun counters on it.<br/>You control enchanted creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <b>Kitnap</b> (2)(U)(U)<br><hr/> Enchantment -- Aura<br><hr/> 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.)<br>Enchant creature<br>When this Aura enters, tap enchanted creature. If the gift wasn't promised, put three stun counters on it.<br>You control enchanted creature.<br><br>[sideboard] | <b>No More Lies</b> (W)(U)<br><hr/> Instant<br><hr/> 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.<br><br>[sideboard]                    | <b>No More Lies</b> (W)(U)<br><hr/> Instant<br><hr/> 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.<br><br>[sideboard]                    | <b>No More Lies</b> (W)(U)<br><hr/> Instant<br><hr/> 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.<br><br>[sideboard]                                                                                                                                                                                                                             |
| <b>No More Lies</b> (W)(U)<br><hr/> Instant<br><hr/> 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.<br><br>[sideboard]                                                                                                                                                | <b>Ossification</b> (1)(W)<br><hr/> Enchantment -- Aura<br><hr/> Enchant basic land you control<br>When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield.<br><br>[sideboard] | <b>Ossification</b> (1)(W)<br><hr/> Enchantment -- Aura<br><hr/> Enchant basic land you control<br>When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield.<br><br>[sideboard] | <b>Overlord of the Mistmoors</b> (5)(W)(W)<br><hr/> Enchantment Creature -- Avatar Horror<br><hr/> Impending 4--{2}{W}{W} (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>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.<br><br>[sideboard] |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                          | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                              | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                              | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                       |

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| <div><div>Rest in Peace</div><div><div>1</div><div>W</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rest in Peace</div><div><div>1</div><div>W</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rest in Peace</div><div><div>1</div><div>W</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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