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| <div><div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                | <div><div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                | <div><div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                | <div><div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                               |
| <div><div><div>Enduring Curiosity (2)(U)(U)</div><div>Enchantment Creature -- Cat Glimmer</div><div>Flash<br/>Whenever a creature you control deals combat damage to a player, draw a card.<br/>When Enduring Curiosity 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><div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Enduring Curiosity (2)(U)(U)</div><div>Enchantment Creature -- Cat Glimmer</div><div>Flash<br/>Whenever a creature you control deals combat damage to a player, draw a card.<br/>When Enduring Curiosity 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><div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Enduring Curiosity (2)(U)(U)</div><div>Enchantment Creature -- Cat Glimmer</div><div>Flash<br/>Whenever a creature you control deals combat damage to a player, draw a card.<br/>When Enduring Curiosity 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><div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fear of Isolation (1)(U)</div><div>Enchantment Creature -- Nightmare</div><div>As an additional cost to cast this spell, return a permanent you control to its owner's hand.<br/>Flying</div></div><div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |



## Gloomlake Verge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gloomlake Verge

Land

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Go for the Throat

① ②

Instant

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Grim Bauble

**B**

Artifact

When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn.

{2}{B}, {T}, Sacrifice this artifact: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Grim Bauble

**B**

Artifact

When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn.

{2}{B}, {T}, Sacrifice this artifact: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hopeless Nightmare

**(B)**

## Enchantment

When this enchantment enters, each opponent discards a card and loses 2 life.

When this enchantment is put into a graveyard from the battlefield, scry 2.

**{2}{B}**: Sacrifice this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hopeless Nightmare

(B)

## Enchantment

When this enchantment enters, each opponent discards a card and loses 2 life.

When this enchantment is put into a graveyard from the battlefield, scry 2.

{2}{B}: Sacrifice this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Parker, Kevin - Standard (ReCQ - Standard - SCG CON Portland - Saturday -

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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.

sheet 3/10 - 8 cards - 2.5 x 3.5 in each

**B**

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Island

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kaito, Bane of Nightmares (2)(U)(B)

Legendary Planeswalker -- Kaito

Ninjutsu {1}{U}{B} ({1}{U}{B},  
Return an unblocked attacker you  
control to hand: Put this card onto  
the battlefield from your hand  
tapped and attacking.)  
During your turn, as long as Kaito  
has one or more loyalty counters on  
him, he's a 3/4 Ninja creature and  
has hexproof.  
[+1]: You get an emblem with "Ninjas  
you control get +1/+1."  
[0]: Surveil 2. Then draw a card for  
each opponent who lost life this  
turn.  
[-2]: Tap target creature. Put two  
stun counters on it.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kaito, Bane of Nightmares (2)(U)(B)

Legendary Planeswalker -- Kaito

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L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Nowhere to Run</div><div><div>1</div><div>B</div></div></div> <div><div>Enchantment</div><div>Flash</div><div>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nowhere to Run</div><div><div>1</div><div>B</div></div></div> <div><div>Enchantment</div><div>Flash</div><div>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nowhere to Run</div><div><div>1</div><div>B</div></div></div> <div><div>Enchantment</div><div>Flash</div><div>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nowhere to Run</div><div><div>1</div><div>B</div></div></div> <div><div>Enchantment</div><div>Flash</div><div>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Restless Reef</div></div> <div><div>Land</div><div>This land enters tapped. {T}: Add {U} or {B}. {2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land. Whenever this land attacks, target player mills four cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div>Restless Reef</div></div> <div><div>Land</div><div>This land enters tapped. {T}: Add {U} or {B}. {2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land. Whenever this land attacks, target player mills four cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div>Soulstone Sanctuary</div></div> <div><div>Land</div><div>{T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                           | <div><div>Soulstone Sanctuary</div></div> <div><div>Land</div><div>{T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                           |

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| <div> <div> <b>Spyglass Siren</b> <span>U</span> </div> <div>           Creature -- Siren Pirate         </div> <div> <p>Flying</p> <p>When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> </div>                                                                                                                                                                                                                                             | <div> <div> <b>Spyglass Siren</b> <span>U</span> </div> <div>           Creature -- Siren Pirate         </div> <div> <p>Flying</p> <p>When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> </div>                                                                                                                                                                                                                                             | <div> <div> <b>Spyglass Siren</b> <span>U</span> </div> <div>           Creature -- Siren Pirate         </div> <div> <p>Flying</p> <p>When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> </div>                                                                                                                                                                                                                                             | <div> <div> <b>Spyglass Siren</b> <span>U</span> </div> <div>           Creature -- Siren Pirate         </div> <div> <p>Flying</p> <p>When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> </div>                                                                                                                                                                                                                                             |
| <div> <div> <b>Stormchaser's Talent</b> <span>U</span> </div> <div>           Enchantment -- Class         </div> <div> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.</p> <p>{3}{U}: Level 2</p> <p>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.</p> <p>{5}{U}: Level 3</p> <p>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> </div> | <div> <div> <b>Stormchaser's Talent</b> <span>U</span> </div> <div>           Enchantment -- Class         </div> <div> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.</p> <p>{3}{U}: Level 2</p> <p>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.</p> <p>{5}{U}: Level 3</p> <p>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> </div> | <div> <div> <b>Stormchaser's Talent</b> <span>U</span> </div> <div>           Enchantment -- Class         </div> <div> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.</p> <p>{3}{U}: Level 2</p> <p>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.</p> <p>{5}{U}: Level 3</p> <p>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> </div> | <div> <div> <b>Stormchaser's Talent</b> <span>U</span> </div> <div>           Enchantment -- Class         </div> <div> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.</p> <p>{3}{U}: Level 2</p> <p>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.</p> <p>{5}{U}: Level 3</p> <p>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> </div> |

Playtest cards - Parker, Kevin - Standard (ReCQ - Standard - SCG CON Portland - Saturday -

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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>This Town Ain't Big Enough 4U</div> <div>Instant</div> <div>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>This Town Ain't Big Enough 4U</div> <div>Instant</div> <div>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>This Town Ain't Big Enough 4U</div> <div>Instant</div> <div>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>This Town Ain't Big Enough 4U</div> <div>Instant</div> <div>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Underground River</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>     | <div><div>Underground River</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>     | <div><div>Underground River</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     | <div><div>Underground River</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     |
| <div><div>Cut Down</div><div>Instant</div><div><div>Destroy target creature with total power and toughness 5 or less.</div><div>[sideboard]</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Cut Down</div><div>Instant</div><div><div>Destroy target creature with total power and toughness 5 or less.</div><div>[sideboard]</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Duress</div><div>Sorcery</div><div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Duress</div><div>Sorcery</div><div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Get Out</div> <div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target creature or enchantment spell.</li> <li>* Return one or two target creatures and/or enchantments you own to your hand.</li> </ul> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Gix's Command</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.</li> <li>* Destroy each creature with power 2 or less.</li> <li>* Return up to two creature cards from your graveyard to your hand.</li> <li>* Each opponent sacrifices a creature with the greatest power among creatures they control.</li> </ul> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Gix's Command</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.</li> <li>* Destroy each creature with power 2 or less.</li> <li>* Return up to two creature cards from your graveyard to your hand.</li> <li>* Each opponent sacrifices a creature with the greatest power among creatures they control.</li> </ul> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Negate</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Counter target noncreature spell.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                         |
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| <p><b>Sheoldred, the Apocalypse</b> (2)(B)(B)</p> <p>Legendary Creature -- Phyrexian Praetor</p> <p>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</p> <p>[sideboard]</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Tishana's Tidebinder</b> (2)(U)</p> <p>Creature -- Merfolk Wizard</p> <p>Flash<br/>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</p> <p>[sideboard]</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Tishana's Tidebinder</b> (2)(U)</p> <p>Creature -- Merfolk Wizard</p> <p>Flash<br/>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</p> <p>[sideboard]</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |  |
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