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| <div> <b>Bitter Triumph</b> <span>1</span><span>B</span> </div> <div> Instant </div> <div> As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                            | <div> <b>Bitter Triumph</b> <span>1</span><span>B</span> </div> <div> Instant </div> <div> As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                            | <div> <b>Cecil, Dark Knight</b> <span>B</span> </div> <div> Legendary Creature -- Human Knight </div> <div> Deathtouch<br/> Darkness -- Whenever Cecil deals damage, you lose that much life. Then if your life total is less than or equal to half your starting life total, untap Cecil and transform it. </div> <div> 2/3 </div> <div> ----- BACK FACE ----- </div> <div> <b>Cecil, Redeemed Paladin</b> </div> <div> Legendary Creature -- Human Knight </div> <div> Lifelink<br/> Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn. </div> <div> 4/4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Cecil, Dark Knight</b> <span>B</span> </div> <div> Legendary Creature -- Human Knight </div> <div> Deathtouch<br/> Darkness -- Whenever Cecil deals damage, you lose that much life. Then if your life total is less than or equal to half your starting life total, untap Cecil and transform it. </div> <div> 2/3 </div> <div> ----- BACK FACE ----- </div> <div> <b>Cecil, Redeemed Paladin</b> </div> <div> Legendary Creature -- Human Knight </div> <div> Lifelink<br/> Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn. </div> <div> 4/4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Deep-Cavern Bat</b> <span>1</span><span>B</span> </div> <div> Creature -- Bat </div> <div> Flying, lifelink<br/> When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Deep-Cavern Bat</b> <span>1</span><span>B</span> </div> <div> Creature -- Bat </div> <div> Flying, lifelink<br/> When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Enduring Curiosity</b> <span>2</span><span>U</span><span>U</span> </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> 4/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                             | <div> <b>Enduring Curiosity</b> <span>2</span><span>U</span><span>U</span> </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> 4/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                             |

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| <b>Enduring Curiosity</b> (2)(U)(U)<br><hr/> Enchantment Creature -- Cat Glimmer<br><hr/> 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.)<br><div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Enduring Curiosity</b> (2)(U)(U)<br><hr/> Enchantment Creature -- Cat Glimmer<br><hr/> 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.)<br><div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Faebloom Trick</b> (2)(U)<br><hr/> Instant<br><hr/> Create two 1/1 blue Faerie creature tokens with flying. When you do, tap target creature an opponent controls.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                          | <b>Floodpits Drowner</b> (1)(U)<br><hr/> Creature -- Merfolk<br><hr/> Flash<br>Vigilance<br>When this creature enters, tap target creature an opponent controls and put a stun counter on it.<br>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Floodpits Drowner</b> (1)(U)<br><hr/> Creature -- Merfolk<br><hr/> Flash<br>Vigilance<br>When this creature enters, tap target creature an opponent controls and put a stun counter on it.<br>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                             | <b>Floodpits Drowner</b> (1)(U)<br><hr/> Creature -- Merfolk<br><hr/> Flash<br>Vigilance<br>When this creature enters, tap target creature an opponent controls and put a stun counter on it.<br>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                             | <b>Floodpits Drowner</b> (1)(U)<br><hr/> Creature -- Merfolk<br><hr/> Flash<br>Vigilance<br>When this creature enters, tap target creature an opponent controls and put a stun counter on it.<br>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Gloomlake Verge</b><br><hr/> Land<br><hr/> {T}: Add {U}.<br>{T}: Add {B}. Activate only if you control an Island or a Swamp.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                |

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| <div><div>Gloomlake Verge</div><div>Land</div><div><div><div>{T}: Add {U}.</div><div>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Gloomlake Verge</div><div>Land</div><div><div><div>{T}: Add {U}.</div><div>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Gloomlake Verge</div><div>Land</div><div><div><div>{T}: Add {U}.</div><div>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div><div><div>{T}: Add {U}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
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| <p><b>Kaito, Bane of Nightmares</b> (2)(U)(B)</p> <p>Legendary Planeswalker -- Kaito</p> <p>Ninjutsu {1}{U}{B} ({1}{U}{B}),<br/>Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br/>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.<br/>[+1]: You get an emblem with "Ninjas you control get +1/+1."<br/>[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.<br/>[-2]: Tap target creature. Put two stun counters on it.</p> <div>L 4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Kaito, Bane of Nightmares</b> (2)(U)(B)</p> <p>Legendary Planeswalker -- Kaito</p> <p>Ninjutsu {1}{U}{B} ({1}{U}{B}),<br/>Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br/>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.<br/>[+1]: You get an emblem with "Ninjas you control get +1/+1."<br/>[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.<br/>[-2]: Tap target creature. Put two stun counters on it.</p> <div>L 4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Kaito, Bane of Nightmares</b> (2)(U)(B)</p> <p>Legendary Planeswalker -- Kaito</p> <p>Ninjutsu {1}{U}{B} ({1}{U}{B}),<br/>Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br/>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.<br/>[+1]: You get an emblem with "Ninjas you control get +1/+1."<br/>[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.<br/>[-2]: Tap target creature. Put two stun counters on it.</p> <div>L 4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Kaito, Bane of Nightmares</b> (2)(U)(B)</p> <p>Legendary Planeswalker -- Kaito</p> <p>Ninjutsu {1}{U}{B} ({1}{U}{B}),<br/>Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br/>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.<br/>[+1]: You get an emblem with "Ninjas you control get +1/+1."<br/>[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.<br/>[-2]: Tap target creature. Put two stun counters on it.</p> <div>L 4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Multiversal Passage</b></p> <p>Land</p> <p>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                                                                                                                                             | <p><b>Multiversal Passage</b></p> <p>Land</p> <p>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                                                                                                                                             | <p><b>Nowhere to Run</b> (1)(B)</p> <p>Enchantment</p> <p>Flash<br/>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                             | <p><b>Phantom Interference</b> (U)</p> <p>Instant</p> <p>Spree (Choose one or more additional costs.)<br/>+ {3} -- Create a 2/2 white Spirit creature token with flying.<br/>+ {1} -- Counter target spell unless its controller pays {2}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                                                                                         |

U

Spree (Choose one or more additional costs.)

- + {3} -- Create a 2/2 white Spirit creature token with flying.
- + {1} -- Counter target spell unless its controller pays {2}.

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## Restless Reef

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.

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{T}: Add {U} or {B}.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Destroy target non-outlaw creature.  
(Assassins, Mercenaries, Pirates,  
Rogues, and Warlocks are outlaws.  
Everyone else is fair game.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

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Rogues, and Warlocks are outlaws.  
Everyone else is fair game.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Flying  
Whenever this creature attacks, you lose 1 life and this creature endures 1. (Put a +1/+1 counter on it or create a 1/1 white Spirit creature token.)

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Flying  
Whenever this creature attacks, you lose 1 life and this creature endures 1. (Put a +1/+1 counter on it or create a 1/1 white Spirit creature token.)

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Soulstone Sanctuary

Land

{T}: Add {C}.  
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Soulstone Sanctuary

Land

{T}: Add {C}.  
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spyglass Siren

U

Creature -- Siren Pirate

Flying  
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.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Siren Pirate

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Siren Pirate

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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.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Stab**

**B**

Instant

Target creature gets -2/-2 until end of turn.

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## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Swamp

Basic Land -- Swamp

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

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## Tishana's Tidebinder (2U)

Creature -- Merfolk Wizard

Flash  
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.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Merfolk Wizard

**Flash**  
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3/2

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### Tragic Trajectory (B)

## Sorcery

Target creature gets -2/-2 until end of turn.

Void -- That creature gets -10/-10 until end of turn instead if a nonland permanent left the battlefield this turn or a spell was warped this turn.

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### Tragic Trajectory (B)

Sorcery

Target creature gets -2/-2 until end of turn.  
Void -- That creature gets -10/-10 until end of turn instead if a nonland permanent left the battlefield this turn or a spell was warped this turn.

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## Watery Grave

Land - - Island Swamp

( $\{T\}$ : Add  $\{U\}$  or  $\{B\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Watery Grave

Land -- Island Swamp

{T}: Add {U} or {B}.)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Island Swamp

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Watery Grave

Land -- Island Swamp

((T): Add {U} or {B}.)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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**Disdainful Stroke** (1)(U)

Instant

Counter target spell with mana value 4 or greater.

[sidebar]

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**Duress** (B)

Sorcerv

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sidebar]

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## Faebloom Trick (2)(U)

Instant

Create two 1/1 blue Faerie creature tokens with flying. When you do, tap target creature an opponent controls.

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[sidebar]
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## Intimidation Tactics (B)

Sorcerv

Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card. Cycling {3} ({3}, Discard this card: Draw a card.)

[sidebar]

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**B**

Target opponent reveals their hand.  
You choose an artifact or creature  
card from it. Exile that card.  
Cycling {3} ({3}, Discard this card:  
Draw a card.)

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① ②

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2 B

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

2 B

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

2 B

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

4/4

X B B

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

4/4

ⓧ ⓑ ⓑ

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| <div> <div> Strategic Betrayal <div> 1 B </div> </div> <div> Sorcery </div> <div> Target opponent exiles a creature they control and their graveyard. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Strategic Betrayal <div> 1 B </div> </div> <div> Sorcery </div> <div> Target opponent exiles a creature they control and their graveyard. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Three Steps Ahead <div> U </div> </div> <div> Instant </div> <div> Spree (Choose one or more additional costs.) </div> <div> + {1}{U} -- Counter target spell. </div> <div> + {3} -- Create a token that's a copy of target artifact or creature you control. </div> <div> + {2} -- Draw two cards, then discard a card. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
|                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                                                             |  |