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| <div><div>Cut Down</div><div>B</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dreams of Steel and Oil</div><div>B</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Duress</div><div>B</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Entity Tracker</div><div>2U</div><div>Creature -- Human Scout</div><div>Flash<br/>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> |

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| <div> <div>Entity Tracker</div> <div> <div>2</div> <div>U</div> </div> </div> <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>      | <div> <div>Entity Tracker</div> <div> <div>2</div> <div>U</div> </div> </div> <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>      | <div> <div>Fear of Isolation</div> <div> <div>1</div> <div>U</div> </div> </div> <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.</div> <div>Flying</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                             | <div> <div>Fear of Isolation</div> <div> <div>1</div> <div>U</div> </div> </div> <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.</div> <div>Flying</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Fear of Isolation</div> <div> <div>1</div> <div>U</div> </div> </div> <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.</div> <div>Flying</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Fear of Isolation</div> <div> <div>1</div> <div>U</div> </div> </div> <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.</div> <div>Flying</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Choose two --</div> <div>* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.</div> <div>* Destroy each creature with power 2 or less.</div> <div>* Return up to two creature cards from your graveyard to your hand.</div> <div>* Each opponent sacrifices a creature with the greatest power among creatures they control.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Gloomlake Verge</div> <div></div> </div> <div> <div>Land</div> <div>{T}: Add {U}.</div> <div>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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.

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.

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

① ②

Instant

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**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

**(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

**(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

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| <div><div><div>Hopeless Nightmare</div><div>B</div></div><div>Enchantment</div><div>When this enchantment enters, each opponent discards a card and loses 2 life.<br/>When this enchantment is put into a graveyard from the battlefield, scry 2.<br/>{2}{B}: Sacrifice this enchantment.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                             | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                             | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                             |
| <div><div><div>Momentum Breaker</div><div>1B</div></div><div>Enchantment</div><div>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card. {2}, Sacrifice this enchantment: You gain life equal to your speed.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Nowhere to Run</div><div>1B</div></div><div>Enchantment</div><div>Flash<br/>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.<br/>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><div>Nowhere to Run</div><div>1B</div></div><div>Enchantment</div><div>Flash<br/>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.<br/>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><div>Nowhere to Run</div><div>1B</div></div><div>Enchantment</div><div>Flash<br/>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.<br/>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> |

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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.</div> <div>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> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Preacher of the Schism</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Vampire Cleric</div> <div>Deathtouch</div> <div>Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.</div> <div>Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.</div> <div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Preacher of the Schism</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Vampire Cleric</div> <div>Deathtouch</div> <div>Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.</div> <div>Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.</div> <div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Restless Reef</div> </div> <div> <div>Land</div> <div>This land enters tapped.</div> <div>{T}: Add {U} or {B}.</div> <div>{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.</div> <div>Whenever this land attacks, target player mills four cards.</div> <div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Restless Reef</div> </div> <div> <div>Land</div> <div>This land enters tapped.</div> <div>{T}: Add {U} or {B}.</div> <div>{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.</div> <div>Whenever this land attacks, target player mills four cards.</div> <div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                            | <div> <div>Roiling Dragonstorm</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Enchantment</div> <div>When this enchantment enters, draw two cards, then discard a card.</div> <div>When a Dragon you control enters, return this enchantment to its owner's hand.</div> <div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                | <div> <div>Roiling Dragonstorm</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Enchantment</div> <div>When this enchantment enters, draw two cards, then discard a card.</div> <div>When a Dragon you control enters, return this enchantment to its owner's hand.</div> <div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                | <div> <div>Sheoldred, the Apocalypse</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Phyrexian Praetor</div> <div>Deathtouch</div> <div>Whenever you draw a card, you gain 2 life.</div> <div>Whenever an opponent draws a card, they lose 2 life.</div> <div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Soulstone Sanctuary</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                             | <div><div>Soulstone Sanctuary</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                             | <div><div>Spell Pierce</div><div>Instant</div><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>Stormchaser's Talent</div><div>Enchantment -- Class</div><div><div><div>(Gain the next level as a sorcery to add its ability.)</div><div>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.</div><div>{3}{U}: Level 2</div><div>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.</div><div>{5}{U}: Level 3</div><div>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div><div><div>(Gain the next level as a sorcery to add its ability.)</div><div>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.</div><div>{3}{U}: Level 2</div><div>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.</div><div>{5}{U}: Level 3</div><div>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div><div><div>(Gain the next level as a sorcery to add its ability.)</div><div>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.</div><div>{3}{U}: Level 2</div><div>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.</div><div>{5}{U}: Level 3</div><div>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div><div><div>(Gain the next level as a sorcery to add its ability.)</div><div>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.</div><div>{3}{U}: Level 2</div><div>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.</div><div>{5}{U}: Level 3</div><div>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><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>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> |

## Underground River

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Underground River

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Underground River

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Underground River

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Anoint with Affliction ①(B)

Instant

Exile target creature if it has mana value 3 or less.  
Corrupted -- Exile that creature instead if its controller has three or more poison counters.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

**Azure Beastbinder** ①②

Creature -- Rat Rogue

**Vigilance**  
This creature can't be blocked by creatures with power 2 or greater. Whenever this creature attacks, up to one target artifact, creature, or planeswalker an opponent controls loses all abilities until your next turn. If it's a creature, it also has base power and toughness 2/2 until your next turn.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Azure Beastbinder** ①U

Creature -- Rat Rogue

**Vigilance**  
This creature can't be blocked by creatures with power 2 or greater. Whenever this creature attacks, up to one target artifact, creature, or planeswalker an opponent controls loses all abilities until your next turn. If it's a creature, it also has base power and toughness 2/2 until your next turn.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Disdainful Stroke (1)(U)

Instant

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Counter target spell with mana value
4 or greater.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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| <div> <b>Dreams of Steel and Oil</b> <span>(B)</span> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                               | <div> <b>Duress</b> <span>(B)</span> </div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Ghost Vacuum</b> <span>(1)</span> </div> <div>Artifact</div> <div> <p>{T}: Exile target card from a graveyard.</p> <p>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Ghost Vacuum</b> <span>(1)</span> </div> <div>Artifact</div> <div> <p>{T}: Exile target card from a graveyard.</p> <p>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Grim Bauble</b> <span>(B)</span> </div> <div>Artifact</div> <div> <p>When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn.</p> <p>{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.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Negate</b> <span>(1)(U)</span> </div> <div>Instant</div> <div> <p>Counter target noncreature spell.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                | <div> <b>Sheoldred, the Apocalypse</b> <span>(2)(B)(B)</span> </div> <div>           Legendary Creature -- Phyrexian Praetor </div> <div> <p>Deathtouch</p> <p>Whenever you draw a card, you gain 2 life.</p> <p>Whenever an opponent draws a card, they lose 2 life.</p> <p>[sideboard]</p> <div>4/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                             | <div> <b>Stock Up</b> <span>(2)(U)</span> </div> <div>Sorcery</div> <div> <p>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                 |

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| <div> <div> <b>Stock Up</b> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Tishana's Tidebinder</b> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> <div>Flash</div> <p>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> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Tishana's Tidebinder</b> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> <div>Flash</div> <p>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> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |  |
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