Curse of the Bloody Tome (2)(U)

Enchantment -- Aura Curse

Enchant player
At the beginning of enchanted player's upkeep, that player mills two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curse of the Bloody Tome (2)(U)

Enchantment -- Aura Curse

Enchant player
At the beginning of enchanted player's upkeep, that player mills two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curse of the Bloody Tome (2)(U)

Enchantment -- Aura Curse

Enchant player
At the beginning of enchanted player's upkeep, that player mills two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curse of the Bloody Tome (2)(U)

Enchantment -- Aura Curse

Enchant player
At the beginning of enchanted player's upkeep, that player mills two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drowner Initiate (U)

Creature -- Merfolk Wizard

Whenever a player casts a blue spell, you may pay {1}. If you do, target player mills two cards.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drowner Initiate (U)

Creature -- Merfolk Wizard

Whenever a player casts a blue spell, you may pay {1}. If you do, target player mills two cards.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drowner Initiate (U)

Creature -- Merfolk Wizard

Whenever a player casts a blue spell, you may pay {1}. If you do, target player mills two cards.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drowner Initiate (U)

Creature -- Merfolk Wizard

Whenever a player casts a blue spell, you may pay {1}. If you do, target player mills two cards.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Blandford, Dario - Pauper (BPL BREW OFF: SUMMER '26) sheet 1/8 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

Iceberg Cancrix {1}{U}

Snow Creature -- Crab

Whenever another snow permanent you control enters, you may have target player mill two cards.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iceberg Cancrix {1}{U}

Snow Creature -- Crab

Whenever another snow permanent you control enters, you may have target player mill two cards.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iceberg Cancrix {1}{U}

Snow Creature -- Crab

Whenever another snow permanent you control enters, you may have target player mill two cards.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iceberg Cancrix {1}{U}

Snow Creature -- Crab

Whenever another snow permanent you control enters, you may have target player mill two cards.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jace's Erasure {1}{U}

Enchantment

Whenever you draw a card, you may have target player mill a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jace's Erasure {1}{U}

Enchantment

Whenever you draw a card, you may have target player mill a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jace's Erasure {1}{U}

Enchantment

Whenever you draw a card, you may have target player mill a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jace's Erasure {1}{U}

Enchantment

Whenever you draw a card, you may have target player mill a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Blandford, Dario - Pauper (BPL BREW OFF: SUMMER '26) sheet 2/8 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

Jace's Phantasm (U)

Creature -- Illusion

Flying
This creature gets +4/+4 as long as an opponent has ten or more cards in their graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jace's Phantasm (U)

Creature -- Illusion

Flying
This creature gets +4/+4 as long as an opponent has ten or more cards in their graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jace's Phantasm (U)

Creature -- Illusion

Flying
This creature gets +4/+4 as long as an opponent has ten or more cards in their graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jace's Phantasm (U)

Creature -- Illusion

Flying
This creature gets +4/+4 as long as an opponent has ten or more cards in their graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Memory Sluice (U/B)

Sorcery

Target player mills four cards. Conspire (As you cast this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Memory Sluice (U/B)

Sorcery

Target player mills four cards. Conspire (As you cast this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Memory Sluice (U/B)

Sorcery

Target player mills four cards. Conspire (As you cast this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Memory Sluice (U/B)

Sorcery

Target player mills four cards. Conspire (As you cast this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Blandford, Dario - Pauper (BPL BREW OFF: SUMMER '26) sheet 3/8 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

Merfolk Secretkeeper (U)

Creature -- Merfolk Wizard

0/4

- - - ADVENTURE - - -

Venture Deeper (U)

Sorcery -- Adventure

Target player mills four cards. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Merfolk Secretkeeper (U)

Creature -- Merfolk Wizard

0/4

- - - ADVENTURE - - -

Venture Deeper (U)

Sorcery -- Adventure

Target player mills four cards. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Merfolk Secretkeeper (U)

Creature -- Merfolk Wizard

0/4

- - - ADVENTURE - - -

Venture Deeper (U)

Sorcery -- Adventure

Target player mills four cards. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Merfolk Secretkeeper (U)

Creature -- Merfolk Wizard

0/4

- - - ADVENTURE - - -

Venture Deeper (U)

Sorcery -- Adventure

Target player mills four cards. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind Sculpt (1)(U)

Sorcery

Target opponent mills seven cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind Sculpt (1)(U)

Sorcery

Target opponent mills seven cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind Sculpt (1)(U)

Sorcery

Target opponent mills seven cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind Sculpt (1)(U)

Sorcery

Target opponent mills seven cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Blandford, Dario - Pauper (BPL BREW OFF: SUMMER '26) sheet 4/8 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Blandford, Dario - Pauper (BPL BREW OFF: SUMMER '26) sheet 6/8 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tome Scour (U)

Sorcery

Target player mills five cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tome Scour (U)

Sorcery

Target player mills five cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tome Scour (U)

Sorcery

Target player mills five cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tome Scour (U)

Sorcery

Target player mills five cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Blandford, Dario - Pauper (BPL BREW OFF: SUMMER '26) sheet 7/8 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

Winter's Rest {1}{U}

Snow Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
As long as you control another snow permanent, enchanted creature doesn't untap during its controller's untap step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winter's Rest {1}{U}

Snow Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
As long as you control another snow permanent, enchanted creature doesn't untap during its controller's untap step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winter's Rest {1}{U}

Snow Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
As long as you control another snow permanent, enchanted creature doesn't untap during its controller's untap step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winter's Rest {1}{U}

Snow Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
As long as you control another snow permanent, enchanted creature doesn't untap during its controller's untap step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.