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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> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </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> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </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> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> <div> <div>BACK FACE</div> </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> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </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> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> <div> <div>BACK FACE</div> </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> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </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> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </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> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </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> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </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> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                             |

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| <div><div><div>Enduring Curiosity</div><div><div>2</div><div>U</div><div>U</div></div></div><div>Enchantment Creature -- Cat Glimmer</div><div><div>Flash</div><div>Whenever a creature you control deals combat damage to a player, draw a card.</div><div>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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Enduring Curiosity</div><div><div>2</div><div>U</div><div>U</div></div></div><div>Enchantment Creature -- Cat Glimmer</div><div><div>Flash</div><div>Whenever a creature you control deals combat damage to a player, draw a card.</div><div>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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Enduring Curiosity</div><div><div>2</div><div>U</div><div>U</div></div></div><div>Enchantment Creature -- Cat Glimmer</div><div><div>Flash</div><div>Whenever a creature you control deals combat damage to a player, draw a card.</div><div>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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Essence Scatter</div><div><div>1</div><div>U</div></div></div><div>Instant</div><div>Counter target creature spell.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                          |
| <div><div><div>Floodpits Drowner</div><div><div>1</div><div>U</div></div></div><div>Creature -- Merfolk</div><div><div>Flash</div><div>Vigilance</div><div>When this creature enters, tap target creature an opponent controls and put a stun counter on it.</div><div>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.</div></div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div><div>Floodpits Drowner</div><div><div>1</div><div>U</div></div></div><div>Creature -- Merfolk</div><div><div>Flash</div><div>Vigilance</div><div>When this creature enters, tap target creature an opponent controls and put a stun counter on it.</div><div>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.</div></div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div><div>Floodpits Drowner</div><div><div>1</div><div>U</div></div></div><div>Creature -- Merfolk</div><div><div>Flash</div><div>Vigilance</div><div>When this creature enters, tap target creature an opponent controls and put a stun counter on it.</div><div>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.</div></div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div><div>Fountainport</div></div><div>Land</div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice a token: Draw a card.</div><div>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</div><div>{4}, {T}: Create a Treasure token.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></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>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>                                                                    | <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>                                                                    | <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>                                                                    | <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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| <div> <b>Island</b> </div> <div> Basic Land -- Island </div> <div> ({T}: Add {U}.) </div> <div> <div>L 4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <div> <b>Kaito, Bane of Nightmares</b> (2)(U)(B) </div> <div> Legendary Planeswalker -- Kaito </div> <div> 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. </div> <div> <div>L 4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Kaito, Bane of Nightmares</b> (2)(U)(B) </div> <div> Legendary Planeswalker -- Kaito </div> <div> 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. </div> <div> <div>L 4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Kaito, Bane of Nightmares</b> (2)(U)(B) </div> <div> Legendary Planeswalker -- Kaito </div> <div> 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. </div> <div> <div>L 4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |
| <div> <b>Kaito, Bane of Nightmares</b> (2)(U)(B) </div> <div> Legendary Planeswalker -- Kaito </div> <div> 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. </div> <div> <div>L 4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Nowhere to Run</b> (1)(B) </div> <div> Enchantment </div> <div> Flash 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> <div>L 4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                                                              | <div> <b>Preacher of the Schism</b> (2)(B) </div> <div> Creature -- Vampire Cleric </div> <div> Deathtouch 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. 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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                            | <div> <b>Preacher of the Schism</b> (2)(B) </div> <div> Creature -- Vampire Cleric </div> <div> Deathtouch 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. 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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                            |

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| <div> <div>Restless Reef</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {U} or {B}.</p> <p>{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.</p> <p>Whenever this land attacks, target player mills four cards.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Restless Reef</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {U} or {B}.</p> <p>{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.</p> <p>Whenever this land attacks, target player mills four cards.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Shoot the Sheriff1B</div> <div>Instant</div> <div> <p>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                 | <div> <div>Shoot the Sheriff1B</div> <div>Instant</div> <div> <p>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</p> </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> <p>{T}: Add {C}.</p> <p>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</p> </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> <p>{T}: Add {C}.</p> <p>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                             | <div> <div>Spyglass SirenU</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Spyglass SirenU</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div><div><div>Spyglass Siren</div><div>U</div></div><div><div>Creature -- Siren Pirate</div><div>Flying</div><div>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.")</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Spyglass Siren</div><div>U</div></div><div><div>Creature -- Siren Pirate</div><div>Flying</div><div>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.")</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Stab</div><div>B</div></div><div><div>Instant</div><div>Target creature gets -2/-2 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Starting Town</div></div><div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Starting Town</div></div><div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                               | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>( {T}: Add {B}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                   | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>( {T}: Add {B}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                            | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>( {T}: Add {B}. )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                     |

## Swamp

Basic Land -- Swamp

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

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## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      bothbox.dev

## Tishana's Tidebinder ②④

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      bothbox.dev

**Tishana's Tidebinder** (2)(U)

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

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# Tishana's Tidebinder (2)(U)

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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

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### Tragic Trajectory (B)

Sorcerv

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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## Vren, the Relentless (2)(U)(B)

Legendary Creature -- Rat Rogue

Ward {2}  
If a creature an opponent controls would die, exile it instead.  
At the beginning of each end step, create X 1/1 black Rat creature tokens with "This token gets +1/+1 for each other Rat you control," where X is the number of creatures that were exiled under your opponents' control this turn.

3/4

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| <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>            | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>              | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>              |
| <div><div>Annul</div><div>Instant</div><div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                           | <div><div>Day of Black Sun</div><div>Sorcery</div><div><div>Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><div>Enduring Curiosity</div><div>2UU</div></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>[sideboard]</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Faebloom Trick</div><div>2U</div></div><div>Instant</div><div>Create two 1/1 blue Faerie creature tokens with flying. When you do, tap target creature an opponent controls.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                       | <div><div><div>Ghost Vacuum</div><div>1</div></div><div>Artifact</div><div>{T}: Exile target card from a graveyard.<br/>{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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div><div>Intimidation Tactics</div><div>B</div></div><div>Sorcery</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       |
| <div><div><div>Oildeep Gearhulk</div><div>UUBB</div></div><div>Artifact Creature -- Construct</div><div>Lifelink, ward {1}<br/>When this creature enters, look at target player's hand. You may choose a card from it. If you do, that player discards that card, then draws a card.</div><div>[sideboard]</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div><div>Preacher of the Schism</div><div>2B</div></div><div>Creature -- Vampire Cleric</div><div>Deathtouch<br/>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.<br/>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>[sideboard]</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Scavenger Regent</div><div>3B</div></div><div>Creature -- Dragon</div><div>Flying<br/>Ward--Discard a card.</div><div>[sideboard]</div><div>4/4</div><div>----- ADVENTURE -----</div><div><div><div>Exude Toxin</div><div>XBB</div></div><div>Sorcery -- Omen</div><div>Each non-Dragon creature gets -X/-X until end of turn. (Then shuffle this card into its owner's library.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Scavenger Regent</div><div>3B</div></div><div>Creature -- Dragon</div><div>Flying<br/>Ward--Discard a card.</div><div>[sideboard]</div><div>4/4</div><div>----- ADVENTURE -----</div><div><div><div>Exude Toxin</div><div>XBB</div></div><div>Sorcery -- Omen</div><div>Each non-Dragon creature gets -X/-X until end of turn. (Then shuffle this card into its owner's library.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

## The End

2 B B

Instant

This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

[sideboard]

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## The Unagi of Kyoshi Island

3 U U

Legendary Creature -- Serpent

Flash

Ward--Waterbend {4}. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {4}. They can tap their artifacts and creatures to help. Each one pays for {1}.) Whenever an opponent draws their second card each turn, you draw two cards.

[sideboard]

5/5

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## Tishana's Tidebinder

2 U

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.)

[sideboard]

3/2

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