

Anoint with Affliction ①⑧ 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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anoint with Affliction ①⑧ 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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Azure Beastbinder ①① 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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Azure Beastbinder ①① 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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Cut Down B Instant Destroy target creature with total power and toughness 5 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cut Down B Instant Destroy target creature with total power and toughness 5 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismal Backwater Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Enduring Curiosity 2UU Enchantment Creature -- Cat Glimmer Flash Whenever a creature you control deals combat damage to a player, draw a card. 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.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Curiosity 2UU Enchantment Creature -- Cat Glimmer Flash Whenever a creature you control deals combat damage to a player, draw a card. 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.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go for the Throat 1B Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go for the Throat 1B Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kaito, Bane of Nightmares [bGPbmuxtex3AmIffwZUqy (card data unavailable) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kaito, Cunning Infiltrator ①②③ Legendary Planeswalker -- Kaito Whenever a creature you control deals combat damage to a player, put a loyalty counter on Kaito. [+1]: Up to one target creature you control can't be blocked this turn. Draw a card, then discard a card. [-2]: Create a 2/1 blue Ninja creature token. [-9]: You get an emblem with "Whenever a player casts a spell, you create a 2/1 blue Ninja creature token." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Karumonix, the Rat King ①(B)(B) Legendary Creature -- Phyrexian Rat Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Other Rats you control have toxic 1. When Karumonix enters, look at the top five cards of your library. You may reveal any number of Rat cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in a random order. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karumonix, the Rat King ①(B)(B) Legendary Creature -- Phyrexian Rat Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Other Rats you control have toxic 1. When Karumonix enters, look at the top five cards of your library. You may reveal any number of Rat cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in a random order. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karumonix, the Rat King ①(B)(B) Legendary Creature -- Phyrexian Rat Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Other Rats you control have toxic 1. When Karumonix enters, look at the top five cards of your library. You may reveal any number of Rat cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in a random order. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lilypad Village Land {T}: Add {C}. {T}: Add {U}. Spend this mana only to cast a creature spell. {U}, {T}: Surveil 2. Activate only if a Bird, Frog, Otter, or Rat entered the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lord Skitter, Sewer King ②(B) Legendary Creature -- Rat Noble Whenever another Rat you control enters, exile up to one target card from an opponent's graveyard. At the beginning of combat on your turn, create a 1/1 black Rat creature token with "This token can't block." 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lord Skitter, Sewer King ②(B) Legendary Creature -- Rat Noble Whenever another Rat you control enters, exile up to one target card from an opponent's graveyard. At the beginning of combat on your turn, create a 1/1 black Rat creature token with "This token can't block." 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lord Skitter, Sewer King ②(B) Legendary Creature -- Rat Noble Whenever another Rat you control enters, exile up to one target card from an opponent's graveyard. At the beginning of combat on your turn, create a 1/1 black Rat creature token with "This token can't block." 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mudflat Village Land {T}: Add {C}. {T}: Add {B}. Spend this mana only to cast a creature spell. {1}{B}, {T}, Sacrifice this land: Return target Bat, Lizard, Rat, or Squirrel card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nowhere to Run ① ② Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nowhere to Run ① ② Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Persistent Marshstalker ① ② Creature -- Rat Berserker This creature gets +1/+0 for each other Rat you control. Threshold -- Whenever you attack with one or more Rats, if there are seven or more cards in your graveyard, you may pay {2}{B}. If you do, return this card from your graveyard to the battlefield tapped and attacking. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Persistent Marshstalker ① ② Creature -- Rat Berserker This creature gets +1/+0 for each other Rat you control. Threshold -- Whenever you attack with one or more Rats, if there are seven or more cards in your graveyard, you may pay {2}{B}. If you do, return this card from your graveyard to the battlefield tapped and attacking. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Sheoldred's Edict 1 B Instant Choose one -- * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shoreline Looter 1 U Creature -- Rat Rogue This creature can't be blocked. Threshold -- Whenever this creature deals combat damage to a player, draw a card. Then discard a card unless there are seven or more cards in your graveyard. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shoreline Looter 1 U Creature -- Rat Rogue This creature can't be blocked. Threshold -- Whenever this creature deals combat damage to a player, draw a card. Then discard a card unless there are seven or more cards in your graveyard. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shoreline Looter 1 U Creature -- Rat Rogue This creature can't be blocked. Threshold -- Whenever this creature deals combat damage to a player, draw a card. Then discard a card unless there are seven or more cards in your graveyard. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Soured Springs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {U} or {B}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Deceit Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Three Steps Ahead Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Undercity Sewers Land -- Island Swamp ({T}: Add {U} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① B

Menace
Whenever this creature attacks, each opponent loses X life and you gain X life, where X is the number of other Squirrels, Bats, Lizards, and Rats you control.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Destroy target creature with total power and toughness 5 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target spell with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target spell with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B B

All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

- * Each opponent sacrifices a nontoken creature of their choice.
- * Each opponent sacrifices a creature token of their choice.
- * Each opponent sacrifices a planeswalker of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

- * Each opponent sacrifices a nontoken creature of their choice.
- * Each opponent sacrifices a creature token of their choice.
- * Each opponent sacrifices a planeswalker of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

- * Each opponent sacrifices a nontoken creature of their choice.
- * Each opponent sacrifices a creature token of their choice.
- * Each opponent sacrifices a planeswalker of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

When this creature enters, create a 1/1 black Rat creature token with "This creature can't block." Then for each Rat you control, create a Wicked Role token attached to that Rat. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/4

Valley Rotcaller 1 B Creature -- Squirrel Warlock Menace Whenever this creature attacks, each opponent loses X life and you gain X life, where X is the number of other Squirrels, Bats, Lizards, and Rats you control. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Valley Rotcaller 1 B Creature -- Squirrel Warlock Menace Whenever this creature attacks, each opponent loses X life and you gain X life, where X is the number of other Squirrels, Bats, Lizards, and Rats you control. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Valley Rotcaller 1 B Creature -- Squirrel Warlock Menace Whenever this creature attacks, each opponent loses X life and you gain X life, where X is the number of other Squirrels, Bats, Lizards, and Rats you control. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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