

Boomerang Basics U Sorcery -- Lesson Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boomerang Basics U Sorcery -- Lesson Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boomerang Basics U Sorcery -- Lesson Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boomerang Basics U Sorcery -- Lesson Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cecil, Dark Knight B Legendary Creature -- Human Knight Deathtouch 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. 2/3 - - - BACK FACE - - - Cecil, Redeemed Paladin Legendary Creature -- Human Knight Lifelink Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cecil, Dark Knight B Legendary Creature -- Human Knight Deathtouch 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. 2/3 - - - BACK FACE - - - Cecil, Redeemed Paladin Legendary Creature -- Human Knight Lifelink Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Floodpits Drowner 1U Creature -- Merfolk Flash Vigilance When this creature enters, tap target creature an opponent controls and put a stun counter on it. {1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Floodpits Drowner 1U Creature -- Merfolk Flash Vigilance When this creature enters, tap target creature an opponent controls and put a stun counter on it. {1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ②

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Vigilance
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2/1

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Land

{T}: Add {U}.
{T}: Add {B}. Activate only if you control an Island or a Swamp.

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B

Artifact

When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn.

{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.)

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B

Artifact

When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn.

{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.)

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Hidden Lair Land {T}: Add {C}. {T}: Add {U} or {B}. Activate only if this land entered this turn or if you control a basic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hidden Lair Land {T}: Add {C}. {T}: Add {U} or {B}. Activate only if this land entered this turn or if you control a basic land. 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
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Justice, Vance Astrovik (2)(U) Legendary Creature -- Mutant Hero Flying When Justice enters, return up to one target nonland, nontoken permanent to its owner's hand. Whenever another nonland permanent you control is returned to its owner's hand, put a +1/+1 counter on Justice. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kaito, Bane of Nightmares (2)(U)(B) Legendary Planeswalker -- Kaito 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. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kaito, Bane of Nightmares (2)(U)(B) Legendary Planeswalker -- Kaito 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. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kaito, Bane of Nightmares (2)(U)(B) Legendary Planeswalker -- Kaito 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. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Strategic Betrayal ①Ⓑ Sorcery Target opponent exiles a creature they control and their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Betrayal ①Ⓑ Sorcery Target opponent exiles a creature they control and their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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The Wondrous Wasp 1 U Flash Flying Wasp's Sting -- When The Wondrous Wasp enters, tap up to one target creature. It loses all abilities for as long as The Wondrous Wasp remains on the battlefield. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Wondrous Wasp 1 U Flash Flying Wasp's Sting -- When The Wondrous Wasp enters, tap up to one target creature. It loses all abilities for as long as The Wondrous Wasp remains on the battlefield. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tinybones Joins Up B When Tinybones Joins Up enters, any number of target players each discard a card. Whenever a legendary creature you control enters, any number of target players each mill a card and lose 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tinybones Joins Up B When Tinybones Joins Up enters, any number of target players each discard a card. Whenever a legendary creature you control enters, any number of target players each mill a card and lose 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Watery Grave Land -- Island Swamp ([T]): Add [U] or [B].) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	We Say Thee Nay! Instant -- Arcane Teamwork 2 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.) Counter target spell unless its controller pays {2}. Counter that spell unless its controller pays {4} instead if this spell was cast using teamwork. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	We Say Thee Nay! Instant -- Arcane Teamwork 2 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.) Counter target spell unless its controller pays {2}. Counter that spell unless its controller pays {4} instead if this spell was cast using teamwork. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	We Say Thee Nay! Instant -- Arcane Teamwork 2 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.) Counter target spell unless its controller pays {2}. Counter that spell unless its controller pays {4} instead if this spell was cast using teamwork. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Disdainful Stroke Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disdainful Stroke Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Mogged - Dimir Midrange (Standard Challenge 32) sheet 9/10 - 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.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wan Shi Tong, Librarian (X)(U)(U)

Legendary Creature -- Bird Spirit

Flash
Flying, vigilance
When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down.
Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev