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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>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>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>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></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></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></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></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> |

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| <div> <div> <b>Deep-Cavern Bat</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Bat</div> <div> <div>Flying, lifelink</div> <div>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> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Deep-Cavern Bat</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Bat</div> <div> <div>Flying, lifelink</div> <div>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> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Deep-Cavern Bat</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Bat</div> <div> <div>Flying, lifelink</div> <div>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> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                               | <div> <div> <b>Deep-Cavern Bat</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Bat</div> <div> <div>Flying, lifelink</div> <div>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> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                               |
| <div> <div> <b>Duress</b> <div> <div>B</div> </div> </div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                               | <div> <div> <b>Duress</b> <div> <div>B</div> </div> </div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                               | <div> <div> <b>Enduring Curiosity</b> <div> <div>2</div> <div>U</div> <div>U</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Enduring Curiosity</b> <div> <div>2</div> <div>U</div> <div>U</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |

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| <p><b>Enduring Curiosity</b> (2)(U)(U)</p> <p>Enchantment Creature -- Cat Glimmer</p> <p>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.)</p> <p>4/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Enduring Curiosity</b> (2)(U)(U)</p> <p>Enchantment Creature -- Cat Glimmer</p> <p>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.)</p> <p>4/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Floodpits Drowner</b> (1)(U)</p> <p>Creature -- Merfolk</p> <p>Flash<br/>Vigilance<br/>When this creature enters, tap target creature an opponent controls and put a stun counter on it.<br/>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Floodpits Drowner</b> (1)(U)</p> <p>Creature -- Merfolk</p> <p>Flash<br/>Vigilance<br/>When this creature enters, tap target creature an opponent controls and put a stun counter on it.<br/>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Floodpits Drowner</b> (1)(U)</p> <p>Creature -- Merfolk</p> <p>Flash<br/>Vigilance<br/>When this creature enters, tap target creature an opponent controls and put a stun counter on it.<br/>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                            | <p><b>Gloomlake Verge</b></p> <p>Land</p> <p>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                         | <p><b>Gloomlake Verge</b></p> <p>Land</p> <p>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                              | <p><b>Gloomlake Verge</b></p> <p>Land</p> <p>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                              |

Playtest cards - Kiwanont, Sukhum - Standard (2nd Chance PTQ (PT FIN))

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;

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><b>Gloomlake Verge</b></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><b>Go for the Throat</b></div><div>Instant</div><div><div>Destroy target nonartifact creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Go for the Throat</b></div><div>Instant</div><div><div>Destroy target nonartifact creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Go for the Throat</b></div><div>Instant</div><div><div>Destroy target nonartifact creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><b>Island</b></div><div>Basic Land -- Island</div><div><div>{T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div><div>{T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                      | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div><div>{T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                      | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div><div>{T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                      |

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| <b>Kaito, Bane of Nightmares</b> ②④⑥<br>Legendary Planeswalker -- Kaito<br>Ninjutsu {1}{U}{B} ({1}{U}{B}),<br>Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>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.<br>[+1]: You get an emblem with "Ninjas you control get +1/+1."<br>[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.<br>[-2]: Tap target creature. Put two stun counters on it.<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Kaito, Bane of Nightmares</b> ②④⑥<br>Legendary Planeswalker -- Kaito<br>Ninjutsu {1}{U}{B} ({1}{U}{B}),<br>Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>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.<br>[+1]: You get an emblem with "Ninjas you control get +1/+1."<br>[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.<br>[-2]: Tap target creature. Put two stun counters on it.<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Phantom Interference</b> ④<br>Instant<br>Spree (Choose one or more additional costs.)<br>+ {3} -- Create a 2/2 white Spirit creature token with flying.<br>+ {1} -- Counter target spell unless its controller pays {2}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                | <b>Phantom Interference</b> ④<br>Instant<br>Spree (Choose one or more additional costs.)<br>+ {3} -- Create a 2/2 white Spirit creature token with flying.<br>+ {1} -- Counter target spell unless its controller pays {2}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                |
| <b>Preacher of the Schism</b> ②⑥<br>Creature -- Vampire Cleric<br>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.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                   | <b>Preacher of the Schism</b> ②⑥<br>Creature -- Vampire Cleric<br>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.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                   | <b>Preacher of the Schism</b> ②⑥<br>Creature -- Vampire Cleric<br>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.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Preacher of the Schism</b> ②⑥<br>Creature -- Vampire Cleric<br>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.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

Playtest cards - Kiwanont, Sukhum - Standard (2nd Chance PTQ (PT FIN))

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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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>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>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>Spell Pierce</div> <div>Instant</div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                     | <div> <div>Spyglass Siren</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 explodes. 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 Siren</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 explodes. 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 Siren</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 explodes. 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>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>                                                                                                                                                                                                                                                                                                                                        |
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| <div> <b>Tishana's Tidebinder</b> <div> <div>2</div> <div>U</div> </div> </div> <div>           Creature -- Merfolk Wizard         </div> <div>           Flash<br/>           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.)         </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Underground River</b> </div> <div>           Land         </div> <div>           {T}: Add {C}.<br/>           {T}: Add {U} or {B}. This land deals 1 damage to you.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                    | <div> <b>Underground River</b> </div> <div>           Land         </div> <div>           {T}: Add {C}.<br/>           {T}: Add {U} or {B}. This land deals 1 damage to you.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                          | <div> <b>Underground River</b> </div> <div>           Land         </div> <div>           {T}: Add {C}.<br/>           {T}: Add {U} or {B}. This land deals 1 damage to you.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                          |
| <div> <b>Disdainful Stroke</b> <div> <div>1</div> <div>U</div> </div> </div> <div>           Instant         </div> <div>           Counter target spell with mana value 4 or greater.<br/><br/>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                        | <div> <b>Duress</b> <div> <div>B</div> </div> </div> <div>           Sorcery         </div> <div>           Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br/><br/>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Faerie Mastermind</b> <div> <div>1</div> <div>U</div> </div> </div> <div>           Creature -- Faerie Rogue         </div> <div>           Flash<br/>           Flying<br/>           Whenever an opponent draws their second card each turn, you draw a card.<br/>           {3}{U}: Each player draws a card.<br/><br/>           [sideboard]         </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Faerie Mastermind</b> <div> <div>1</div> <div>U</div> </div> </div> <div>           Creature -- Faerie Rogue         </div> <div>           Flash<br/>           Flying<br/>           Whenever an opponent draws their second card each turn, you draw a card.<br/>           {3}{U}: Each player draws a card.<br/><br/>           [sideboard]         </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

Playtest cards - Kiwanont, Sukhum - Standard (2nd Chance PTQ (PT FIN))

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.

sheet 8/10 - 8 cards - 2.5 x 3.5 in each

①

{T}: Exile target card from a graveyard.

{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.

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①

{T}: Exile target card from a graveyard.

{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.

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3 B B

Choose two --

- \* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.
- \* Destroy each creature with power 2 or less.
- \* Return up to two creature cards from your graveyard to your hand.
- \* Each opponent sacrifices a creature with the greatest power among creatures they control.

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3 B B

Choose two --

- \* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.
- \* Destroy each creature with power 2 or less.
- \* Return up to two creature cards from your graveyard to your hand.
- \* Each opponent sacrifices a creature with the greatest power among creatures they control.

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1 B

Destroy target nonartifact creature.

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① ②

Counter target noncreature spell.

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2 B B

Deathtouch  
Whenever you draw a card, you gain 2 life.  
Whenever an opponent draws a card, they lose 2 life.

4/5

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②

{T}: Put an oil counter on The Filigree Sylex.  
{T}, Sacrifice The Filigree Sylex: Destroy each nonland permanent with mana value equal to the number of oil counters on The Filigree Sylex.  
{T}, Remove ten oil counters from among permanents you control and sacrifice The Filigree Sylex: It deals 10 damage to any target.

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| <div> <div>The Filigree Sylex</div> <div> <div>2</div> </div> </div> <div> <div> <div>Legendary Artifact</div> <div> <div> {T}: Put an oil counter on The Filigree Sylex.</div> <div> {T}, Sacrifice The Filigree Sylex: Destroy each nonland permanent with mana value equal to the number of oil counters on The Filigree Sylex.</div> <div> {T}, Remove ten oil counters from among permanents you control and sacrifice The Filigree Sylex: It deals 10 damage to any target.</div> </div> <div> <div>[sideboard]</div> <div> <div>3/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Tishana's Tidebinder</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div> <div>Creature -- Merfolk Wizard</div> <div> <div>Flash</div> <div>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.)</div> </div> <div> <div>[sideboard]</div> <div> <div>3/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Vren, the Relentless</div> <div> <div>2</div> <div>U</div> <div>B</div> </div> </div> <div> <div> <div>Legendary Creature -- Rat Rogue</div> <div> <div>Ward {2}</div> <div>If a creature an opponent controls would die, exile it instead.</div> <div>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.</div> </div> <div> <div>[sideboard]</div> <div> <div>3/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |  |
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