

Anoint with Affliction 1B 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. 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	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	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	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	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

Enduring Curiosity (2)(U)(U) 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 (2)(U)(U) 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 (2)(U)(U) 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 (2)(U)(U) 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
Faerie Mastermind (1)(U) Creature -- Faerie Rogue Flash Flying Whenever an opponent draws their second card each turn, you draw a card. {3}{U}: Each player draws a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Mastermind (1)(U) Creature -- Faerie Rogue Flash Flying Whenever an opponent draws their second card each turn, you draw a card. {3}{U}: Each player draws a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Mastermind (1)(U) Creature -- Faerie Rogue Flash Flying Whenever an opponent draws their second card each turn, you draw a card. {3}{U}: Each player draws a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Mastermind (1)(U) Creature -- Faerie Rogue Flash Flying Whenever an opponent draws their second card each turn, you draw a card. {3}{U}: Each player draws a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 PLAY botbox.dev

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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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Go for the Throat 1 B Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go for the Throat 1 B Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go for the Throat 1 B 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 PLAY botbox.dev
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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	Mockingbird (X)(U) Creature -- Bird Bard Flying You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Nowhere to Run (1)(B) 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	Preacher of the Schism (2)(B) Creature -- Vampire Cleric 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. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Preacher of the Schism (2)(B) Creature -- Vampire Cleric 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. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Reef Land This land enters tapped. {T}: Add {U} or {B}. {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. Whenever this land attacks, target player mills four cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - French, Mae - Standard (Uncut Sheet Standard - SCG CON Atlanta - Friday -

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

Restless Reef Land This land enters tapped. {T}: Add {U} or {B}. {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. Whenever this land attacks, target player mills four cards.	Soulstone Sanctuary Land {T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.	Soulstone Sanctuary Land {T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.	Soulstone Sanctuary Land {T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.
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Spell Stutter (1)(U) Instant Counter target spell unless its controller pays {2} plus an additional {1} for each Faerie you control.	Spell Stutter (1)(U) Instant Counter target spell unless its controller pays {2} plus an additional {1} for each Faerie you control.	Spyglass Siren (U) Creature -- Siren Pirate Flying 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.")	Spyglass Siren (U) Creature -- Siren Pirate Flying 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.")
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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

Spyglass Siren ^U Creature -- Siren Pirate Flying 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.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spyglass Siren ^U Creature -- Siren Pirate Flying 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.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Anoint with Affliction ①B 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blot Out ②B Instant Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cut Down B Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress B 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 PLAY botbox.dev

Duress (B) 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 PLAY botbox.dev	Faebloom Trick (2)(U) Instant Create two 1/1 blue Faerie creature tokens with flying. When you do, tap target creature an opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gix's Command (3)(B)(B) Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gix's Command (3)(B)(B) Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Go for the Throat (1)(B) Instant Destroy target nonartifact creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate (1)(U) Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Preacher of the Schism (2)(B) Creature -- Vampire Cleric 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. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheoldred, the Apocalypse (2)(B)(B) Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheoldred, the Apocalypse (2)(B)(B) Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. [sideboard] 4/5 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
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