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| <div><div>Anoint with Affliction ①B</div><div>Instant</div><div>Exile target creature if it has mana value 3 or less.<br/>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Anoint with Affliction ①B</div><div>Instant</div><div>Exile target creature if it has mana value 3 or less.<br/>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Cut Down ②B</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 ②B</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>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>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><div>Darkslick Shores</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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>             | <div><div><div>Deadly Cover-Up</div><div>Sorcery</div><div>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Deadly Cover-Up</div><div>Sorcery</div><div>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Deadly Cover-Up</div><div>Sorcery</div><div>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Deduce</div><div>Instant</div><div>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Deduce</div><div>Instant</div><div>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                               | <div><div><div>Deduce</div><div>Instant</div><div>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                               | <div><div><div>Deduce</div><div>Instant</div><div>Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                               |

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| <div><div>Demolition Field</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Demolition Field</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Doomsday Excruciator</div><div>Creature -- Demon</div><div><div><div>Flying</div><div>When this creature enters, if it was cast, each player exiles all but the bottom six cards of their library face down.</div><div>At the beginning of your upkeep, draw a card.</div></div></div><div><div>6/6</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Doomsday Excruciator</div><div>Creature -- Demon</div><div><div><div>Flying</div><div>When this creature enters, if it was cast, each player exiles all but the bottom six cards of their library face down.</div><div>At the beginning of your upkeep, draw a card.</div></div></div><div><div>6/6</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Doomsday Excruciator</div><div>Creature -- Demon</div><div><div><div>Flying</div><div>When this creature enters, if it was cast, each player exiles all but the bottom six cards of their library face down.</div><div>At the beginning of your upkeep, draw a card.</div></div></div><div><div>6/6</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>                                                                                                                                                   |

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| <div>Gloomlake Verge</div> <div>Land</div> <div>{T}: Add {U}.</div> <div>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                           | <div>Go for the Throat 1B</div> <div>Instant</div> <div>Destroy target nonartifact creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                        | <div>Go for the Throat 1B</div> <div>Instant</div> <div>Destroy target nonartifact creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                        | <div>Go for the Throat 1B</div> <div>Instant</div> <div>Destroy target nonartifact creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <div>Jace, the Perfected Mind 2UUP</div> <div>Legendary Planeswalker -- Jace</div> <div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)</div> <div>[+1]: Until your next turn, up to one target creature gets -3/-0.</div> <div>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.</div> <div>[-X]: Target player mills three times X cards.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Jace, the Perfected Mind 2UUP</div> <div>Legendary Planeswalker -- Jace</div> <div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)</div> <div>[+1]: Until your next turn, up to one target creature gets -3/-0.</div> <div>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.</div> <div>[-X]: Target player mills three times X cards.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Jace, the Perfected Mind 2UUP</div> <div>Legendary Planeswalker -- Jace</div> <div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)</div> <div>[+1]: Until your next turn, up to one target creature gets -3/-0.</div> <div>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.</div> <div>[-X]: Target player mills three times X cards.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Jace, the Perfected Mind 2UUP</div> <div>Legendary Planeswalker -- Jace</div> <div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)</div> <div>[+1]: Until your next turn, up to one target creature gets -3/-0.</div> <div>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.</div> <div>[-X]: Target player mills three times X cards.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div><div>Mazemind Tome</div><div>②</div></div> <div>Artifact -- Book</div> <div><p>{T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p><p>{2}, {T}, Put a page counter on this artifact: Draw a card.</p><p>When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Phantom Interference</div><div>U</div></div> <div>Instant</div> <div><p>Spree (Choose one or more additional costs.)</p><p>+ {3} -- Create a 2/2 white Spirit creature token with flying.</p><p>+ {1} -- Counter target spell unless its controller pays {2}.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                         | <div><div>Phantom Interference</div><div>U</div></div> <div>Instant</div> <div><p>Spree (Choose one or more additional costs.)</p><p>+ {3} -- Create a 2/2 white Spirit creature token with flying.</p><p>+ {1} -- Counter target spell unless its controller pays {2}.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                         | <div><div>Restless Reef</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      |
| <div><div>Restless Reef</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                              | <div><div>Restless Reef</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Restless Reef</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sheoldred's Edict</div><div>1B</div></div> <div>Instant</div> <div><p>Choose one --</p><ul style="list-style-type: none"><li>* Each opponent sacrifices a nontoken creature of their choice.</li><li>* Each opponent sacrifices a creature token of their choice.</li><li>* Each opponent sacrifices a planeswalker of their choice.</li></ul></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Sheoldred's Edict</div><div>①②</div></div><div><div>Instant</div><div>Choose one --<br/>* Each opponent sacrifices a nontoken creature of their choice.<br/>* Each opponent sacrifices a creature token of their choice.<br/>* Each opponent sacrifices a planeswalker of their choice.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Stock Up</div><div>②③</div></div><div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Stock Up</div><div>②③</div></div><div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Stock Up</div><div>②③</div></div><div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                         | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                         | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</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>The End</div> <div>Instant</div> <div>This spell costs {2} less to cast if your life total is 5 or less.<br/>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Three Steps Ahead</div> <div>Instant</div> <div>Spree (Choose one or more additional costs.)<br/>+ {1}{U} -- Counter target spell.<br/>+ {3} -- Create a token that's a copy of target artifact or creature you control.<br/>+ {2} -- Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Three Steps Ahead</div> <div>Instant</div> <div>Spree (Choose one or more additional costs.)<br/>+ {1}{U} -- Counter target spell.<br/>+ {3} -- Create a token that's a copy of target artifact or creature you control.<br/>+ {2} -- Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Three Steps Ahead</div> <div>Instant</div> <div>Spree (Choose one or more additional costs.)<br/>+ {1}{U} -- Counter target spell.<br/>+ {3} -- Create a token that's a copy of target artifact or creature you control.<br/>+ {2} -- Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Three Steps Ahead</div> <div>Instant</div> <div>Spree (Choose one or more additional costs.)<br/>+ {1}{U} -- Counter target spell.<br/>+ {3} -- Create a token that's a copy of target artifact or creature you control.<br/>+ {2} -- Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                   | <div>Undercity Sewers</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                           |

## 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.)

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## 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 ①(B)

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.

[sidebar]

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**Cut Down** (B)

Instant

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

[sidebar]

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## Dreams of Steel and Oil (B)

## Sorcery

Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.

[sidebar]

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**Dreams of Steel and Oil** (B)

Sorcery

Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.

[sideboard]

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| <b>Duress</b> <span>(B)</span><br><hr/> Sorcery<br><hr/> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Duress</b> <span>(B)</span><br><hr/> Sorcery<br><hr/> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                      | <b>Malicious Eclipse</b> <span>(1)(B)(B)</span><br><hr/> Sorcery<br><hr/> All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                    | <b>Negate</b> <span>(1)(U)</span><br><hr/> Instant<br><hr/> Counter target noncreature spell.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                           |
| <b>Negate</b> <span>(1)(U)</span><br><hr/> Instant<br><hr/> Counter target noncreature spell.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                | <b>Sheoldred, the Apocalypse</b> <span>(2)(B)(B)</span><br><hr/> Legendary Creature -- Phyrexian Praetor<br><hr/> Deathtouch<br>Whenever you draw a card, you gain 2 life.<br>Whenever an opponent draws a card, they lose 2 life.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Sheoldred, the Apocalypse</b> <span>(2)(B)(B)</span><br><hr/> Legendary Creature -- Phyrexian Praetor<br><hr/> Deathtouch<br>Whenever you draw a card, you gain 2 life.<br>Whenever an opponent draws a card, they lose 2 life.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Tishana's Tidebinder</b> <span>(2)(U)</span><br><hr/> Creature -- Merfolk Wizard<br><hr/> 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.)<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>3/2</div> 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.)

[sidebar]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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**Withering Torment** (2)(B)

Instant

Destroy target creature or  
enchantment. You lose 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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**Withering Torment** (2)(B)

Instant

Destroy target creature or  
enchantment. You lose 2 life.

[sideboard]

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