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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.

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**B**

Instant

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

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**(B)**

Instant

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

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**(B)**

Instant

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

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## Land

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {U} or {B}.

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Lord

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {U} or {B}.

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Land

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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>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>Faerie Mastermind</b> (1)(U)</p> <p>Creature -- Faerie Rogue</p> <p>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.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                     |
| <p><b>Faerie Mastermind</b> (1)(U)</p> <p>Creature -- Faerie Rogue</p> <p>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.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                | <p><b>Faerie Mastermind</b> (1)(U)</p> <p>Creature -- Faerie Rogue</p> <p>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.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                | <p><b>Faerie Mastermind</b> (1)(U)</p> <p>Creature -- Faerie Rogue</p> <p>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.</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> |

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| <div><div><div>Floodpits Drowner</div><div><div>1</div><div>U</div></div></div><div>Creature -- Merfolk</div><div><div>Flash</div><div>Vigilance</div><div>When this creature enters, tap target creature an opponent controls and put a stun counter on it.</div><div>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.</div></div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Floodpits Drowner</div><div><div>1</div><div>U</div></div></div><div>Creature -- Merfolk</div><div><div>Flash</div><div>Vigilance</div><div>When this creature enters, tap target creature an opponent controls and put a stun counter on it.</div><div>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.</div></div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Floodpits Drowner</div><div><div>1</div><div>U</div></div></div><div>Creature -- Merfolk</div><div><div>Flash</div><div>Vigilance</div><div>When this creature enters, tap target creature an opponent controls and put a stun counter on it.</div><div>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.</div></div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Gloomlake Verge</div></div><div>Land</div><div><div>{T}: Add {U}.</div><div>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Gloomlake Verge</div></div><div>Land</div><div><div>{T}: Add {U}.</div><div>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                    | <div><div><div>Gloomlake Verge</div></div><div>Land</div><div><div>{T}: Add {U}.</div><div>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                    | <div><div><div>Gloomlake Verge</div></div><div>Land</div><div><div>{T}: Add {U}.</div><div>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                    | <div><div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div><div>Instant</div><div>Destroy target nonartifact creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        |

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| <div><div>Go for the Throat</div><div>Instant</div><div>Destroy target nonartifact creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Go for the Throat</div><div>Instant</div><div>Destroy target nonartifact creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Kaito, Bane of Nightmares</div><div>Legendary Planeswalker -- Kaito</div><div>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.<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.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kaito, Bane of Nightmares</div><div>Legendary Planeswalker -- Kaito</div><div>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.<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.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kaito, Bane of Nightmares</div><div>Legendary Planeswalker -- Kaito</div><div>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.<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.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Kaito, Bane of Nightmares (2)(U)(B)</div><div>Legendary Planeswalker -- Kaito</div></div><div><p>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.</p><p>[+1]: You get an emblem with "Ninjas you control get +1/+1."</p><p>[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.</p><p>[-2]: Tap target creature. Put two stun counters on it.</p></div><div><div>L4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Restless Reef</div><div>Land</div></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 PLAYbotbox.dev</div></div></div> | <div><div><div>Restless Reef</div><div>Land</div></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 PLAYbotbox.dev</div></div></div> | <div><div><div>Restless Reef</div><div>Land</div></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 PLAYbotbox.dev</div></div></div> |
| <div><div><div>Restless Reef</div><div>Land</div></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 PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                | <div><div><div>Soulstone Sanctuary</div><div>Land</div></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 PLAYbotbox.dev</div></div></div>                                                                                                                           | <div><div><div>Soulstone Sanctuary</div><div>Land</div></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 PLAYbotbox.dev</div></div></div>                                                                                                                           | <div><div><div>Soulstone Sanctuary</div><div>Land</div></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 PLAYbotbox.dev</div></div></div>                                                                                                                           |

Spectral Sailor

Creature -- Spirit Pirate

Flash (You may cast this spell any time you could cast an instant.)  
Flying  
{3}{U}: Draw a card.

1/1

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Creature -- Spirit Pirate

Flash (You may cast this spell any time you could cast an instant.)  
Flying  
{3}{U}: Draw a card.

1/1

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Spell Pierce

Instant

Counter target noncreature spell unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Counter target noncreature spell unless its controller pays {2}.

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Instant

Counter target noncreature spell unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Spyglass Siren

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 PLAYbotbox.dev

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When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token:  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

U

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1/1

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Basic Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

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②③

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.)

3/2

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②③

**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.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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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.)

3/2

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②③

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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.)

3/2

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| <div><div>Underground River</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                             | <div><div>Underground River</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                            | <div><div>Underground River</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                            | <div><div>Underground River</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                     |
| <div><div>Aetherize</div><div>Instant</div><div><div><div>3</div><div>U</div></div></div><div><div>Return all attacking creatures to their owner's hand.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Anoint with Affliction</div><div>Instant</div><div><div><div>1</div><div>B</div></div></div><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>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Cut Down</div><div>Instant</div><div><div><div>B</div></div></div><div><div>Destroy target creature with total power and toughness 5 or less.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Dreams of Steel and Oil</div><div>Sorcery</div><div><div><div>B</div></div></div><div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

**B**

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

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UU

Choose one --

- \* Counter target creature or enchantment spell.
- \* Return one or two target creatures and/or enchantments you own to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UU

Choose one --

- \* Counter target creature or enchantment spell.
- \* Return one or two target creatures and/or enchantments you own to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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{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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## Sheoldred, the Apocalypse (2)(B)(B)

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

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| <div> <div> Sheo'dred, the Apocalypse 2 B B </div> <div> Legendary Creature -- Phyrexian Praetor </div> <div> <div>Deathtouch</div> <div>Whenever you draw a card, you gain 2 life.</div> <div>Whenever an opponent draws a card, they lose 2 life.</div> <div>[sideboard]</div> </div> <div> <div>4/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Spell Pierce U </div> <div> Instant </div> <div> Counter target noncreature spell unless its controller pays {2}. </div> <div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Withering Torment 2 B </div> <div> Instant </div> <div> Destroy target creature or enchantment. You lose 2 life. </div> <div> <div>[sideboard]</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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