

Coerced to Kill 3 U B Enchantment -- Aura Enchant creature You control enchanted creature. Enchanted creature has base power and toughness 1/1, has deathtouch, and is an Assassin in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Coerced to Kill 3 U B Enchantment -- Aura Enchant creature You control enchanted creature. Enchanted creature has base power and toughness 1/1, has deathtouch, and is an Assassin in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Combat Research U Enchantment -- Aura Enchant creature Enchanted creature has "Whenever this creature deals combat damage to a player, draw a card." As long as enchanted creature is legendary, it gets +1/+1 and has ward {1}. (Whenever enchanted creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Combat Research U Enchantment -- Aura Enchant creature Enchanted creature has "Whenever this creature deals combat damage to a player, draw a card." As long as enchanted creature is legendary, it gets +1/+1 and has ward {1}. (Whenever enchanted creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) 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

Enter the Enigma U Sorcery Target creature can't be blocked this turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enter the Enigma U Sorcery Target creature can't be blocked this turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enter the Enigma U Sorcery Target creature can't be blocked this turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enter the Enigma U Sorcery Target creature can't be blocked this turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Etrata, Deadly Fugitive 1UB Legendary Creature -- Vampire Assassin Deathtouch Face-down creatures you control have "{2}{U}{B}: Turn this creature face up. If you can't, exile it, then you may cast the exiled card without paying its mana cost." Whenever an Assassin you control deals combat damage to an opponent, cloak the top card of that player's library. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Etrata, Deadly Fugitive 1UB Legendary Creature -- Vampire Assassin Deathtouch Face-down creatures you control have "{2}{U}{B}: Turn this creature face up. If you can't, exile it, then you may cast the exiled card without paying its mana cost." Whenever an Assassin you control deals combat damage to an opponent, cloak the top card of that player's library. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fake Your Own Death 1B Instant Until end of turn, target creature gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control and you create a Treasure token." (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fake Your Own Death 1B Instant Until end of turn, target creature gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control and you create a Treasure token." (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fake Your Own Death 1B Instant Until end of turn, target creature gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control and you create a Treasure token." (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fake Your Own Death 1B Instant Until end of turn, target creature gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control and you create a Treasure token." (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gossip's Talent 1U Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever a creature you control enters, surveil 1. {1}{U}: Level 2 Whenever you attack, target attacking creature with power 3 or less can't be blocked this turn. {3}{U}: Level 3 Whenever a creature you control deals combat damage to a player, you may exile it, then return it to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gossip's Talent 1U Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever a creature you control enters, surveil 1. {1}{U}: Level 2 Whenever you attack, target attacking creature with power 3 or less can't be blocked this turn. {3}{U}: Level 3 Whenever a creature you control deals combat damage to a player, you may exile it, then return it to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Invasion of Amonkhet 1UB Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, each player mills three cards, then each opponent discards a card and you draw a card. (To mill three cards, a player puts the top three cards of their library into their graveyard.) D 4 -- -- BACK FACE -- -- Lazotep Convert Creature -- Zombie You may have this creature enter as a copy of any creature card in a graveyard, except it's a 4/4 black Zombie in addition to its other colors and types. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Amonkhet 1UB Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, each player mills three cards, then each opponent discards a card and you draw a card. (To mill three cards, a player puts the top three cards of their library into their graveyard.) D 4 -- -- BACK FACE -- -- Lazotep Convert Creature -- Zombie You may have this creature enter as a copy of any creature card in a graveyard, except it's a 4/4 black Zombie in addition to its other colors and types. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Amonkhet 1UB Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, each player mills three cards, then each opponent discards a card and you draw a card. (To mill three cards, a player puts the top three cards of their library into their graveyard.) D 4 -- -- BACK FACE -- -- Lazotep Convert Creature -- Zombie You may have this creature enter as a copy of any creature card in a graveyard, except it's a 4/4 black Zombie in addition to its other colors and types. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Amonkhet 1UB Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, each player mills three cards, then each opponent discards a card and you draw a card. (To mill three cards, a player puts the top three cards of their library into their graveyard.) D 4 -- -- BACK FACE -- -- Lazotep Convert Creature -- Zombie You may have this creature enter as a copy of any creature card in a graveyard, except it's a 4/4 black Zombie in addition to its other colors and types. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Long River's Pull Instant Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Counter target creature spell. If the gift was promised, instead counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Long River's Pull U U Instant Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Counter target creature spell. If the gift was promised, instead counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Massacre Girl, Known Killer 2 B B Legendary Creature -- Human Assassin Menace Creatures you control have wither. (They deal damage to creatures in the form of -1/-1 counters.) Whenever a creature an opponent controls dies, if its toughness was less than 1, draw a card. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Massacre Girl, Known Killer 2 B B Legendary Creature -- Human Assassin Menace Creatures you control have wither. (They deal damage to creatures in the form of -1/-1 counters.) Whenever a creature an opponent controls dies, if its toughness was less than 1, draw a card. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Stutter 1 U Instant Counter target spell unless its controller pays {2} plus an additional {1} for each Faerie you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Stutter 1 U Instant Counter target spell unless its controller pays {2} plus an additional {1} for each Faerie you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Stutter 1 U Instant Counter target spell unless its controller pays {2} plus an additional {1} for each Faerie you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Stutter 1 U Instant Counter target spell unless its controller pays {2} plus an additional {1} for each Faerie you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Three Steps Ahead

U

Instant

Spree (Choose one or more additional costs.)

- + {1}{U} -- Counter target spell.
- + {3} -- Create a token that's a copy of target artifact or creature you control.
- + {2} -- Draw two cards, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Three Steps Ahead

U

Instant

Spree (Choose one or more additional costs.)

- + {1}{U} -- Counter target spell.
- + {3} -- Create a token that's a copy of target artifact or creature you control.
- + {2} -- Draw two cards, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tinybones, the Pickpocket (B)

B

Legendary Creature -- Skeleton Rogue

Deathtouch
Whenever Tinybones deals combat damage to a player, you may cast target nonland permanent card from that player's graveyard, and mana of any type can be spent to cast that spell.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tinybones, the Pickpocket (B)

B

Legendary Creature -- Skeleton Rogue

Deathtouch
Whenever Tinybones deals combat damage to a player, you may cast target nonland permanent card from that player's graveyard, and mana of any type can be spent to cast that spell.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unstoppable Slasher (2B)

2 B

Creature -- Zombie Assassin

Deathtouch

Whenever this creature deals combat damage to a player, they lose half their life, rounded up.

When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unstoppable Slasher ②(B)

2 B

Creature -- Zombie Assassin

Deathtouch
Whenever this creature deals combat damage to a player, they lose half their life, rounded up.
When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unstoppable Slasher (2)(B) Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unstoppable Slasher (2)(B) Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witness Protection (U) Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a green and white Citizen creature with base power and toughness 1/1 named Legitimate Businessperson. (It loses all other colors, card types, creature types, and names.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witness Protection (U) Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a green and white Citizen creature with base power and toughness 1/1 named Legitimate Businessperson. (It loses all other colors, card types, creature types, and names.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Leyline of the Void (2)(B)(B) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void (2)(B)(B) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void (2)(B)(B) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rona's Vortex (U) Instant Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.) Return target creature or planeswalker you don't control to its owner's hand. If this spell was kicked, put that permanent on the bottom of its owner's library instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rona's Vortex Instant Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.) Return target creature or planeswalker you don't control to its owner's hand. If this spell was kicked, put that permanent on the bottom of its owner's library instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shoot the Sheriff Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shoot the Sheriff Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shore Up Instant Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Shore Up Instant Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectral Interference Instant Counter target artifact or creature spell unless its controller pays {4}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectral Interference Instant Counter target artifact or creature spell unless its controller pays {4}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectral Interference Instant Counter target artifact or creature spell unless its controller pays {4}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spectral Interference 1 U Instant Counter target artifact or creature spell unless its controller pays {4}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unstoppable Plan 2 U Enchantment At the beginning of your end step, untap all nonland permanents you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unstoppable Plan 2 U Enchantment At the beginning of your end step, untap all nonland permanents you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	