

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 PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Azure Beastbinder 1U Creature -- Rat Rogue Vigilance This creature can't be blocked by creatures with power 2 or greater. Whenever this creature attacks, up to one target artifact, creature, or planeswalker an opponent controls loses all abilities until your next turn. If it's a creature, it also has base power and toughness 2/2 until your next turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Azure Beastbinder 1U Creature -- Rat Rogue Vigilance This creature can't be blocked by creatures with power 2 or greater. Whenever this creature attacks, up to one target artifact, creature, or planeswalker an opponent controls loses all abilities until your next turn. If it's a creature, it also has base power and toughness 2/2 until your next turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cut Down B Instant Destroy target creature with total power and toughness 5 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cut Down B Instant Destroy target creature with total power and toughness 5 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cut Down B Instant Destroy target creature with total power and toughness 5 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cut Down B Instant Destroy target creature with total power and toughness 5 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Deep-Cavern Bat 1B Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enduring Curiosity 2UU 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 PLAYbotbox.dev	Enduring Curiosity 2UU 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 PLAYbotbox.dev	Enduring Curiosity 2UU 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 PLAYbotbox.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	Floodpits Drowner 1 U Creature -- Merfolk 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
Floodpits Drowner 1 U Creature -- Merfolk 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	Floodpits Drowner 1 U Creature -- Merfolk 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	Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token.	Gloomlake Verge Land {T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp.

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Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kaito, Bane of Nightmares 2UB 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 PLAYbotbox.dev	Kaito, Bane of Nightmares 2UB 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 PLAYbotbox.dev	Kaito, Bane of Nightmares 2UB 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 PLAYbotbox.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	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	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. 4/5 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	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

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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

Sorcery

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

[sideboard]

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B

Sorcery

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

[sideboard]

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①

Artifact

{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.

[sideboard]

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①

Artifact

{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.

[sideboard]

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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]

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1 B B

Sorcery

All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead.

[sidebar]

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① ②

Instant

Counter target noncreature spell.

[sideboard]

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Negate 1 U Instant Counter target noncreature spell. [sideboard] 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	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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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