

<div> <div>Bitter Triumph</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Bitter Triumph</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Bitter Triumph</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Bitter Triumph</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Cecil, Dark Knight</div> <div> <div>B</div> </div> </div> <div>Legendary Creature -- Human Knight</div> <div> <div>Deathtouch</div> <div>Darkness -- Whenever Cecil deals damage, you lose that much life. Then if your life total is less than or equal to half your starting life total, untap Cecil and transform it.</div> </div> <div> <div>2/3</div> </div> <div> <div>-----</div> <div>BACK FACE</div> </div> <div> <div>Cecil, Redeemed Paladin</div> <div> <div>Legendary Creature -- Human Knight</div> <div> <div>Lifelink</div> <div>Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn.</div> </div> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Dream Beavers</div> <div> <div>B</div> </div> </div> <div>Creature -- Beaver Nightmare</div> <div> <div>Flying</div> <div>When this creature enters, each opponent loses 1 life and you gain 1 life. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Dream Beavers</div> <div> <div>B</div> </div> </div> <div>Creature -- Beaver Nightmare</div> <div> <div>Flying</div> <div>When this creature enters, each opponent loses 1 life and you gain 1 life. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Dream Beavers</div> <div> <div>B</div> </div> </div> <div>Creature -- Beaver Nightmare</div> <div> <div>Flying</div> <div>When this creature enters, each opponent loses 1 life and you gain 1 life. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Dream Beavers (B) Creature -- Beaver Nightmare Flying When this creature enters, each opponent loses 1 life and you gain 1 life. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) <div>1/1</div> 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.) <div>4/3</div> 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.) <div>4/3</div> 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.) <div>4/3</div> 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. <div>2/1</div> 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. <div>2/1</div> 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. <div>2/1</div> 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. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<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>	<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>Island</div><div>Basic Land -- Island</div><div><div><div>{T}: Add {U}.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div><div><div>{T}: Add {U}.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div><div><div>{T}: Add {U}.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div><div><div>{T}: Add {U}.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<p>Kaito, Bane of Nightmares (2)(U)(B)</p> <p>Legendary Planeswalker -- Kaito</p> <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. [+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.</p> <div>L 4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Kaito, Bane of Nightmares (2)(U)(B)</p> <p>Legendary Planeswalker -- Kaito</p> <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. [+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.</p> <div>L 4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Kaito, Bane of Nightmares (2)(U)(B)</p> <p>Legendary Planeswalker -- Kaito</p> <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. [+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.</p> <div>L 4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Kaito, Bane of Nightmares (2)(U)(B)</p> <p>Legendary Planeswalker -- Kaito</p> <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. [+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.</p> <div>L 4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Requiting Hex (B)</p> <p>Instant</p> <p>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Requiting Hex (B)</p> <p>Instant</p> <p>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Requiting Hex (B)</p> <p>Instant</p> <p>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Restless Reef</p> <p>Land</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Restless Reef <hr/> Land <hr/> <p>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.</p>	Shipwreck Marsh <hr/> Land <hr/> <p>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}.</p>	Shipwreck Marsh <hr/> Land <hr/> <p>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}.</p>	Shipwreck Marsh <hr/> Land <hr/> <p>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}.</p>
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Soulstone Sanctuary <hr/> Land <hr/> <p>{T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</p>	Soulstone Sanctuary <hr/> Land <hr/> <p>{T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</p>	Spell Snare ^U <hr/> Instant <hr/> <p>Counter target spell with mana value 2.</p>	Spyglass Siren ^U <hr/> Creature -- Siren Pirate <hr/> <p>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.")</p>
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	<div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Spyglass Siren</div> <div> <div>U</div> </div> </div> <div> <div>Creature -- Siren Pirate</div> <div> <div>Flying</div> <div>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.")</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Spyglass Siren</div> <div> <div>U</div> </div> </div> <div> <div>Creature -- Siren Pirate</div> <div> <div>Flying</div> <div>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.")</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Spyglass Siren</div> <div> <div>U</div> </div> </div> <div> <div>Creature -- Siren Pirate</div> <div> <div>Flying</div> <div>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.")</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Super Shredder</div> <div> <div>1B</div> </div> </div> <div> <div>Legendary Creature -- Mutant Ninja Human</div> <div> <div>Menace</div> <div>Whenever another permanent leaves the battlefield, put a +1/+1 counter on Super Shredder.</div> </div> <div> <div>1/1</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> <div>{T}: Add {B}.</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> <div>{T}: Add {B}.</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> <div>{T}: Add {B}.</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> <div>{T}: Add {B}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div> <div>The Theorist, Jace Beleren (2)(U)(U)</div> <div> <div>Legendary Planeswalker -- Jace</div> <div> <p>At the beginning of each opponent's draw step, you draw a card.</p> <p>[+1]: Create a 1/1 blue Illusion creature token.</p> <p>[-2]: For each opponent, return up to one target artifact or creature that player controls to its owner's hand.</p> <p>[-6]: Draw three cards. Then put X +1/+1 counters on each creature you control, where X is the number of cards in your hand.</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>	<div> <div>The Theorist, Jace Beleren (2)(U)(U)</div> <div> <div>Legendary Planeswalker -- Jace</div> <div> <p>At the beginning of each opponent's draw step, you draw a card.</p> <p>[+1]: Create a 1/1 blue Illusion creature token.</p> <p>[-2]: For each opponent, return up to one target artifact or creature that player controls to its owner's hand.</p> <p>[-6]: Draw three cards. Then put X +1/+1 counters on each creature you control, where X is the number of cards in your hand.</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>	<div> <div>The Wondrous Wasp (1)(U)</div> <div> <div>Legendary Creature -- Human Hero</div> <div> <p>Flash</p> <p>Flying</p> <p>Wasp's Sting -- When The Wondrous Wasp enters, tap up to one target creature. It loses all abilities for as long as The Wondrous Wasp remains on the battlefield.</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>	<div> <div>Tishana's Tidebinder (2)(U)</div> <div> <div>Creature -- Merfolk Wizard</div> <div> <p>Flash</p> <p>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.)</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>
<div> <div>Tishana's Tidebinder (2)(U)</div> <div> <div>Creature -- Merfolk Wizard</div> <div> <p>Flash</p> <p>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.)</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>	<div> <div>Wan Shi Tong, Librarian (X)(U)(U)</div> <div> <div>Legendary Creature -- Bird Spirit</div> <div> <p>Flash</p> <p>Flying, vigilance</p> <p>When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down.</p> <p>Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>	<div> <div>Watery Grave</div> <div> <div>Land -- Island Swamp</div> <div> <p>{(T)}: Add {U} or {B}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>	<div> <div>Watery Grave</div> <div> <div>Land -- Island Swamp</div> <div> <p>{(T)}: Add {U} or {B}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>

<div>Watery Grave</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Watery Grave</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>We Say Thee Nay!1U</div> <div>Instant -- Arcane</div> <div>Teamwork 2 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.) Counter target spell unless its controller pays {2}. Counter that spell unless its controller pays {4} instead if this spell was cast using teamwork.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>We Say Thee Nay!1U</div> <div>Instant -- Arcane</div> <div>Teamwork 2 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.) Counter target spell unless its controller pays {2}. Counter that spell unless its controller pays {4} instead if this spell was cast using teamwork.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Day of Black SunXB</div> <div>Sorcery</div> <div>Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Day of Black SunXB</div> <div>Sorcery</div> <div>Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Disdainful Stroke1U</div> <div>Instant</div> <div>Counter target spell with mana value 4 or greater.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Disdainful Stroke1U</div> <div>Instant</div> <div>Counter target spell with mana value 4 or greater.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Duress (B) <hr/> Sorcery <hr/> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Duress (B) <hr/> Sorcery <hr/> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Duress (B) <hr/> Sorcery <hr/> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Ghost Vacuum (1) <hr/> Artifact <hr/> {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] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
Negate (1)(U) <hr/> Instant <hr/> Counter target noncreature spell. [sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Negate (1)(U) <hr/> Instant <hr/> Counter target noncreature spell. [sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Requiring Hex (B) <hr/> Instant <hr/> As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life. [sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Spell Snare (U) <hr/> Instant <hr/> Counter target spell with mana value 2. [sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Strategic Betrayal

① ②

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strategic Betrayal

① ②

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vren, the Relentless

② ③ ④

Legendary Creature -- Rat Rogue

Ward {2}

If a creature an opponent controls would die, exile it instead.
At the beginning of each end step, create X 1/1 black Rat creature tokens with "This token gets +1/+1 for each other Rat you control," where X is the number of creatures that were exiled under your opponents' control this turn.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev