

1 B

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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B

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.)

1/1

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1/1

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② ③ ④

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

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② ③ ④

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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

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Enduring Curiosity (2)(U)(U) <hr/> Enchantment Creature -- Cat Glimmer <hr/> 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Enduring Curiosity (2)(U)(U) <hr/> Enchantment Creature -- Cat Glimmer <hr/> 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Floodpits Drowner (1)(U) <hr/> Creature -- Merfolk <hr/> 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Floodpits Drowner (1)(U) <hr/> Creature -- Merfolk <hr/> 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div> Island </div> <div> Basic Land -- Island </div> <div> ({T}: Add {U}.) </div> <div> <div>L4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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. [+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. </div> <div> <div>L4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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. [+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. </div> <div> <div>L4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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. [+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. </div> <div> <div>L4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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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.

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This land enters tapped.
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Whenever this land attacks, target player mills four cards.

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① ②

Instant

Destroy target non-outlaw creature.
(Assassins, Mercenaries, Pirates,
Rogues, and Warlocks are outlaws.
Everyone else is fair game.)

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Sou1stone Sanctuary

Land

```
{T}: Add {C}.
{4}: This land becomes a 3/3
creature with vigilance and all
creature types. It's still a land.
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Soulstone Sanctuary

Land

{T}: Add {C}.
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

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U

Instant

Counter target spell with mana value 2.

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U

Creature -- Siren Pirate

Flying
When this creature enters, create a
Map token. (It's an artifact with
"{1}, {1}, Sacrifice this token:
Target creature you control
explores. Activate only as a
sorcery.")

1/1

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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.")
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1/1

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<div><div><div>Spyglass Siren</div><div>①</div></div><div>Creature -- Siren Pirate</div><div>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.")</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Strategic Betrayal</div><div>①B</div></div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Strategic Betrayal</div><div>①B</div></div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div> The Theorist, Jace Beleren 2UU </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> The Wondrous Wasp 1U </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> The Wondrous Wasp 1U </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> Tishana's Tidebinder 2U </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> Wan Shi Tong, Librarian XUU </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> Watery Grave </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> Watery Grave </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> Watery Grave </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> 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 PLAY botbox.dev </div>	<div> We Say Thee Nay! <div> 1 U </div> </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 PLAY botbox.dev </div>	<div> We Say Thee Nay! <div> 1 U </div> </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 PLAY botbox.dev </div>	<div> Yuriko, Hope from the Shadows <div> U </div> </div> <div> Legendary Creature -- Human Ninja </div> <div> Flash When Yuriko enters, choose one -- * Target creature gets -X/-0 until end of turn, where X is the number of cards in your graveyard. * Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Day of Black Sun <div> X B B </div> </div> <div> Sorcery </div> <div> Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures. [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Day of Black Sun <div> X B B </div> </div> <div> Sorcery </div> <div> Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures. [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Disdainful Stroke <div> 1 U </div> </div> <div> Instant </div> <div> Counter target spell with mana value 4 or greater. [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Disdainful Stroke <div> 1 U </div> </div> <div> Instant </div> <div> Counter target spell with mana value 4 or greater. [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

B

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

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2 B B

Flash
If a creature an opponent controls would die, exile it instead. When you do, create a 2/2 green Wolf creature token.

4/3

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① ②

Counter target noncreature spell.

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B

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.

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① ⑧

Target opponent exiles a creature they control and their graveyard.

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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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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.)

[sideboard]

3/2

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Vren, the Relentless (2)(U)(B)

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

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Wan Shi Tong, Librarian (X)(U)(U)

Legendary Creature -- Bird Spirit

Flash
Flying, vigilance
When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down.
Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card.

[sideboard]

1/1

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Playtest cards - Venom01 - Dimir Midrange (??? / Standard Cup 1)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;
horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 10/10 - 3 cards - 2.5 x 3.5 in each