

1 B

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

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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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**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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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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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 U U

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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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## Gloomlake Verge

Land

{T}: Add {U}.  
{T}: Add {B}. Activate only if you control an Island or a Swamp.

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## Gloomlake Verge

Land

{T}: Add {U}.  
{T}: Add {B}. Activate only if you control an Island or a Swamp.

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## Hidden Lair

Land

{T}: Add {C}.  
{T}: Add {U} or {B}. Activate only if this land entered this turn or if you control a basic land.

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## Island

Basic Land -- Island

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

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## Island

Basic Land -- Island

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

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Basic Land -- Island

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

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Kaito, Bane of Nightmares (2)(U)(B)

Legendary Planeswalker -- Kaito

Ninjatsu {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

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| <b>Kaito, Bane of Nightmares</b> (2)(U)(B)<br><hr/> Legendary Planeswalker -- Kaito<br><hr/> Ninjutsu {1}{U}{B} ({1}{U}{B}),<br>Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>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.<br><div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Kaito, Bane of Nightmares</b> (2)(U)(B)<br><hr/> Legendary Planeswalker -- Kaito<br><hr/> Ninjutsu {1}{U}{B} ({1}{U}{B}),<br>Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>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.<br><div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Kaito, Bane of Nightmares</b> (2)(U)(B)<br><hr/> Legendary Planeswalker -- Kaito<br><hr/> Ninjutsu {1}{U}{B} ({1}{U}{B}),<br>Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>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.<br><div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Lord Skitter, Sewer King</b> (2)(B)<br><hr/> Legendary Creature -- Rat Noble<br><hr/> Whenever another Rat you control enters, exile up to one target card from an opponent's graveyard. At the beginning of combat on your turn, create a 1/1 black Rat creature token with "This token can't block."<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Multiversal Passage</b><br><hr/> Land<br><hr/> As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                        | <b>Requiting Hex</b> (B)<br><hr/> Instant<br><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.)<br>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                       | <b>Requiting Hex</b> (B)<br><hr/> Instant<br><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.)<br>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                       | <b>Requiting Hex</b> (B)<br><hr/> Instant<br><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.)<br>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                 |

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| <div><div>Restless Reef</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Reef</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shipwreck Marsh</div><div>Land</div><div><p>This land enters tapped unless you control two or more other lands.</p><p>{T}: Add {U} or {B}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div>Shipwreck Marsh</div><div>Land</div><div><p>This land enters tapped unless you control two or more other lands.</p><p>{T}: Add {U} or {B}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          |
| <div><div>Shoot the Sheriff</div><div>Instant</div><div><p>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div>Shoot the Sheriff</div><div>Instant</div><div><p>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div>Soulstone Sanctuary</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soulstone Sanctuary</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Spell Snare</b> <span>U</span> </div> <div> Instant </div> <div> Counter target spell with mana value 2. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                     | <div> <b>Spyglass Siren</b> <span>U</span> </div> <div> Creature -- Siren Pirate </div> <div> Flying<br/> 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 PLAY botbox.dev </div> | <div> <b>Spyglass Siren</b> <span>U</span> </div> <div> Creature -- Siren Pirate </div> <div> Flying<br/> 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 PLAY botbox.dev </div> | <div> <b>Spyglass Siren</b> <span>U</span> </div> <div> Creature -- Siren Pirate </div> <div> Flying<br/> 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 PLAY botbox.dev </div> |
| <div> <b>Strategic Betrayal</b> <span>1B</span> </div> <div> Sorcery </div> <div> Target opponent exiles a creature they control and their graveyard. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Swamp</b> </div> <div> Basic Land -- Swamp </div> <div> ({T}: Add {B}.) </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                      | <div> <b>Swamp</b> </div> <div> Basic Land -- Swamp </div> <div> ({T}: Add {B}.) </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                      | <div> <b>Swamp</b> </div> <div> Basic Land -- Swamp </div> <div> ({T}: Add {B}.) </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                      |

## Swamp

Basic Land -- Swamp

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

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## The Wondrous Wasp

① ②

Legendary Creature -- Human Hero

Flash  
Flying  
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.

**2/1**

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## The Wondrous Wasp

① ②

Legendary Creature -- Human Hero

Flash  
Flying  
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.

2/1

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## Tishana's Tidebinder (2U)

② ③

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.)

3/2

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## Tishana's Tidebinder (2U)

②③

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.)

**3/2**

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## Watery Grave

Land -- Island Swamp

( $\{T\}$ : Add  $\{U\}$  or  $\{B\}$ .)  
As this land enters, you may pay 2  
life. If you don't, it enters  
tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Watery Grave

Land -- Island Swamp

( $\{T\}$ : Add  $\{U\}$  or  $\{B\}$ .)  
As this land enters, you may pay 2  
life. If you don't, it enters  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Watery Grave

Land -- Island Swamp

( $\{T\}$ : Add  $\{U\}$  or  $\{B\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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| <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<br/>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> | <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.)<br/>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> | <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.)<br/>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> | <div><div>Yuriko, Hope from the ShadowsU</div><div>Legendary Creature -- Human Ninja</div><div>Flash<br/>When Yuriko enters, choose one --<br/>* Target creature gets -X/-0 until end of turn, where X is the number of cards in your graveyard.<br/>* 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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Annu1U</div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <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>                                                                                                                                                                          | <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>                                                                                                                                                                          | <div><div>DuressB</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                        |

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| <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Flashfreeze</div><div>1U</div></div><div>Instant</div><div>Counter target red or green spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div><div>Intimidation Tactics</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Intimidation Tactics</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Negate</div><div>1U</div></div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div><div>Spell Snare</div><div>U</div></div><div>Instant</div><div>Counter target spell with mana value 2.</div><div>[sideboard]</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                       |

## Strategic Betrayal

①Ⓑ

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

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## Vren, the Relentless

②⓪Ⓑ

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

ⓧ⓪⓪

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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