

1 B

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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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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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4/3

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<div> <div>Enduring Curiosity (2)(U)(U)</div> <div>Enchantment Creature -- Cat Glimmer</div> <div>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> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Enduring Curiosity (2)(U)(U)</div> <div>Enchantment Creature -- Cat Glimmer</div> <div>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> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Floodpits Drowner (1)(U)</div> <div>Creature -- Merfolk</div> <div>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> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Floodpits Drowner (1)(U)</div> <div>Creature -- Merfolk</div> <div>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> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>
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<div><div>Kaito, Bane of Nightmares (2)(U)(B)</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>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Kaito, Bane of Nightmares (2)(U)(B)</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>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Kaito, Bane of Nightmares (2)(U)(B)</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>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Requiring Hex (B)</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Requiring Hex (B)</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Requiring Hex (B)</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Restless Reef</div><div>Land</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Restless Reef</div><div>Land</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Shipwreck Marsh</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Shipwreck Marsh</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Shoot the Sheriff</div> <div>Instant</div> <div>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Soulstone Sanctuary</div> <div>Land</div> <div>{T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Soulstone Sanctuary</div> <div>Land</div> <div>{T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Soulstone Sanctuary</div> <div>Land</div> <div>{T}: Add {C}. {4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Spell Pierce</div> <div>Instant</div> <div>Counter target noncreature spell unless its controller pays {2}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Spell Snare</div> <div>Instant</div> <div>Counter target spell with mana value 2.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

U

Counter target spell with mana value 2.

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U

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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① ②

Target opponent exiles a creature they control and their graveyard.

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

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<p>Swamp</p> <p>Basic Land -- Swamp</p> <p>({T}): Add {B}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Swamp</p> <p>Basic Land -- Swamp</p> <p>({T}): Add {B}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>The Theorist, Jace Beleren (2UU)</p> <p>Legendary Planeswalker -- Jace</p> <p>At the beginning of each opponent's draw step, you draw a card. [+1]: Create a 1/1 blue Illusion creature token. [-2]: For each opponent, return up to one target artifact or creature that player controls to its owner's hand. [-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> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>The Theorist, Jace Beleren (2UU)</p> <p>Legendary Planeswalker -- Jace</p> <p>At the beginning of each opponent's draw step, you draw a card. [+1]: Create a 1/1 blue Illusion creature token. [-2]: For each opponent, return up to one target artifact or creature that player controls to its owner's hand. [-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> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>The Wondrous Wasp (1U)</p> <p>Legendary Creature -- Human Hero</p> <p>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.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Tishana's Tidebinder (2U)</p> <p>Creature -- Merfolk Wizard</p> <p>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.)</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Watery Grave</p> <p>Land -- Island Swamp</p> <p>({T}): Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Watery Grave</p> <p>Land -- Island Swamp</p> <p>({T}): Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<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>	<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>	<div><div>We Say Thee Nay!<div>1U</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 PLAYbotbox.dev</div></div>	<div><div>We Say Thee Nay!<div>1U</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 PLAYbotbox.dev</div></div>
<div><div>Annu^l<div>U</div></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 Sun<div>XBB</div></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 Sun<div>XBB</div></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>Duress<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>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>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>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>	<div><div><div>The Ooze</div><div>2</div></div><div>Legendary Artifact</div><div>Whenever a creature you control with a +1/+1 counter on it leaves the battlefield, create a Mutagen token for each +1/+1 counter on it. (A Mutagen token is an artifact with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.") {T}: Exile target card from a graveyard. Create a Mutagen token.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Torpor Orb</div><div>2</div></div><div>Artifact</div><div>Creatures entering don't cause abilities to trigger.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Torpor Orb</div><div>2</div></div><div>Artifact</div><div>Creatures entering don't cause abilities to trigger.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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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Legendary Creature -- Bird Spirit

Flash
Flying, vigilance
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Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card.

[sideboard]

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