

Bitter Triumph

1 B

Instant

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

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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.)

1/1

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Enduring Curiosity (2)(U)(U)

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.)

4/3

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```

4/3

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<div><div>Gloomlake Verge</div><div>Land</div><div><div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Gloomlake Verge</div><div>Land</div><div><div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Hidden Lair</div><div>Land</div><div><div><div></div></div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. Activate only if this land entered this turn or if you control a basic land.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Island</div><div>Basic Land -- Island</div><div><div><div></div></div><div>{T}: Add {U}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>
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Shipwreck Marsh

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {U} or {B}.

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This land enters tapped unless you control two or more other lands.
{T}: Add {U} or {B}.

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1 B

Instant

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

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① ⑧

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

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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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{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

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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

<div><div><div>Spyglass Siren</div><div>U</div></div><div><div>Creature -- Siren Pirate</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 explores. Activate only as a sorcery.")</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Spyglass Siren</div><div>U</div></div><div><div>Creature -- Siren Pirate</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 explores. Activate only as a sorcery.")</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Strategic Betrayal</div><div>1B</div></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><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
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<div> <div>The Wondrous Wasp</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div> <div>Flash</div> <div>Flying</div> <div>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.</div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>The Wondrous Wasp</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div> <div>Flash</div> <div>Flying</div> <div>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.</div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Tishana's Tidebinder</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div> <div>Flash</div> <div>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.)</div> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Tishana's Tidebinder</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div> <div>Flash</div> <div>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.)</div> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Wan Shi Tong, Librarian</div> <div> <div>X</div> <div>U</div> <div>U</div> </div> </div> <div> <div> <div>Flash</div> <div>Flying, vigilance</div> <div>When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down.</div> <div>Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card.</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Watery Grave</div> </div> <div> <div> <div>Land -- Island Swamp</div> <div> <div> <div> <div>{T}: Add {U} or {B}.</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div>Watery Grave</div> </div> <div> <div> <div>Land -- Island Swamp</div> <div> <div> <div> <div>{T}: Add {U} or {B}.</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div>Watery Grave</div> </div> <div> <div> <div>Land -- Island Swamp</div> <div> <div> <div> <div>{T}: Add {U} or {B}.</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> We Say Thee Nay! <div> <div>1</div> <div>U</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> We Say Thee Nay! <div> <div>1</div> <div>U</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Yuriko, Hope from the Shadows <div> <div>U</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> Annuł <div> <div>U</div> </div> </div> <div> Instant </div> <div> Counter target artifact or enchantment spell. [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Day of Black Sun <div> <div>X</div> <div>B</div> <div>B</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Day of Black Sun <div> <div>X</div> <div>B</div> <div>B</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Duress <div> <div>B</div> </div> </div> <div> Sorcery </div> <div> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.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>Ghost Vacuum</div><div>1</div></div><div>Artifact</div><div>{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.</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>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>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>

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 - An, Yang - Dimir Midrange (???2 / Standard Cup 2)

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