## Agna Qel'a

Land

This land enters tapped unless you control a basic land.
{T}: Add {U}.
{2}{U}, {T}: Draw a card, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Azure Beastbinder (1)(U)

Creature -- Rat Rogue

Vigilance
This creature can't be blocked by creatures with power 2 or greater.
Whenever this creature attacks, up to one target artifact, creature, or planeswalker an opponent controls loses all abilities until your next turn. If it's a creature, it also has base power and toughness 2/2 until your next turn.

1/3

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1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

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


## Cecil, Dark Knight (B)

Legendary Creature -- Human Knight

Deathtouch
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.

2/3

- - - BACK FACE - - -

## Cecil, Redeemed Paladin

Legendary Creature -- Human Knight

Lifelink
Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Andrewsucher - Dimir Midrange (Magic Spotlight: Teenage Mutant Ninja Turt** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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**2/3**

- - - BACK FACE - - -

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Legendary Creature -- Human Knight

Lifelink
Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn.

**4/4**

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.)

**4/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Enchantment Creature -- Cat Glimmer

Flash
Whenever a creature you control deals combat damage to a player, draw a card.
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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**

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.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Creature -- Merfolk

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Vigilance
When this creature enters, tap target creature an opponent controls and put a stun counter on it.
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**2/1**

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## Floodpits Drowner {1}{U}

Creature -- Merfolk

Flash
Vigilance
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{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fountainport

Land

{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gloomlake Verge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

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Land

{T}: Add {U}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Andrewsucher - Dimir Midrange (Magic Spotlight: Teenage Mutant Ninja Turt** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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## Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Legendary Planeswalker -- Kaito

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.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[-2]: Tap target creature. Put two stun counters on it.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Multiversal Passage

Land

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Multiversal Passage

Land

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.

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## Requiting Hex (B)

Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
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Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spell Snare (U)

Instant

Counter target spell with mana value 2.

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Instant

Counter target spell with mana value 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spyglass Siren (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.")

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Andrewsucher - Dimir Midrange (Magic Spotlight: Teenage Mutant Ninja Turt** sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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## Spyglass Siren (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.")

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Spyglass Siren (U)

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Flying
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**1/1**

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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.")

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Strategic Betrayal (1)(B)

Sorcery

Target opponent exiles a creature they control and their graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Sorcery

Target opponent exiles a creature they control and their graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Swamp

({T}: Add {B}.)

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## Three Steps Ahead (U)

Instant

Spree (Choose one or more additional costs.)
+ {1}{U} -- Counter target spell.
+ {3} -- Create a token that's a copy of target artifact or creature you control.
+ {2} -- Draw two cards, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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+ {2} -- Draw two cards, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.)

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**3/2**

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**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}.)
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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


## Annul (U)

Instant

Counter target artifact or enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Annul (U)

Instant

Counter target artifact or enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Day of Black Sun (X)(B)(B)

Sorcery

Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Duress (B)

Sorcery

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Andrewsucher - Dimir Midrange (Magic Spotlight: Teenage Mutant Ninja Turt** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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## Duress {B}

Sorcery

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ghost Vacuum {1}

Artifact

{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]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Nowhere to Run {1}{B}

Enchantment

Flash
When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.
Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

[sideboard]

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Enchantment

Flash
When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Preacher of the Schism {2}{B}

Creature -- Vampire Cleric

Deathtouch
Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.
Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.

[sideboard]

**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Preacher of the Schism {2}{B}

Creature -- Vampire Cleric

Deathtouch
Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.
Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.

[sideboard]

**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Soul-Guide Lantern {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Soul-Guide Lantern (1)

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spell Pierce (U)

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spell Pierce (U)

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

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