

UB

Target creature gets -3/-0 until end of turn.

Target creature gets -0/-3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

When this creature enters, look at the top three cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

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## Land

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This land enters tapped.
When this land enters, exile target
player's graveyard.
{T}: Add {B}.
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Draw three cards, then put two cards from your hand on top of your library in any order.

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Draw three cards, then put two cards from your hand on top of your library in any order.

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| <div><div>Cast Down</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target nonlegendary creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>    | <div><div>Cast Down</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target nonlegendary creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>    | <div><div>Contaminated Aquifer</div></div> <div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>This land enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Contaminated Aquifer</div></div> <div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>This land enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Contaminated Aquifer</div></div> <div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>This land enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Contaminated Aquifer</div></div> <div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>This land enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Counterspell</div><div><div>U</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                 | <div><div>Counterspell</div><div><div>U</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                 |

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| <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                     | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                     | <div><div>Dimir Aqueduct</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {U}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                    | <div><div>Dispel</div><div>Instant</div><div>Counter target instant spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                              |
| <div><div>Faerie Seer</div><div>Creature -- Faerie Wizard</div><div>Flying<br/>When this creature enters, scry 2.<br/>(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Faerie Seer</div><div>Creature -- Faerie Wizard</div><div>Flying<br/>When this creature enters, scry 2.<br/>(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Faerie Seer</div><div>Creature -- Faerie Wizard</div><div>Flying<br/>When this creature enters, scry 2.<br/>(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Foreboding Landscape</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Gurmag Angler</b> (6)(B)<br>Creature -- Zombie Fish<br>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>5/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                 | <b>Lórien Revealed</b> (3)(U)(U)<br>Sorcery<br>Draw three cards.<br>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Lórien Revealed</b> (3)(U)(U)<br>Sorcery<br>Draw three cards.<br>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                        | <b>Lórien Revealed</b> (3)(U)(U)<br>Sorcery<br>Draw three cards.<br>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                        |
| <b>Lórien Revealed</b> (3)(U)(U)<br>Sorcery<br>Draw three cards.<br>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Murmuring Mystic</b> (3)(U)<br>Creature -- Human Wizard<br>Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying.<br>1/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                         | <b>Ninja of the Deep Hours</b> (3)(U)<br>Creature -- Human Ninja<br>Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>Whenever this creature deals combat damage to a player, you may draw a card.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ninja of the Deep Hours</b> (3)(U)<br>Creature -- Human Ninja<br>Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>Whenever this creature deals combat damage to a player, you may draw a card.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

③ ④

Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card.

**2/2**

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U

Look at the top three cards of your library, then put them back in any order. You may shuffle.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

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| <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                       | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                       |
| <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snuff Out</div><div>Instant</div><div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br/>Destroy target nonblack creature. It can't be regenerated.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snuff Out</div><div>Instant</div><div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br/>Destroy target nonblack creature. It can't be regenerated.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Snuff Out</div><div><div>3</div><div>B</div></div></div><div><div>Instant</div><div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br/>Destroy target nonblack creature. It can't be regenerated.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                       | <div><div><div>Snuff Out</div><div><div>3</div><div>B</div></div></div><div><div>Instant</div><div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br/>Destroy target nonblack creature. It can't be regenerated.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                       | <div><div><div>Spell Pierce</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                     | <div><div><div>Spellstutter Sprite</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Faerie Wizard</div><div>Flash<br/>Flying<br/>When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Spellstutter Sprite</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Faerie Wizard</div><div>Flash<br/>Flying<br/>When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Spellstutter Sprite</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Faerie Wizard</div><div>Flash<br/>Flying<br/>When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Spellstutter Sprite</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Faerie Wizard</div><div>Flash<br/>Flying<br/>When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Suffocating Fumes</div><div><div>2</div><div>B</div></div></div><div><div>Instant</div><div>Creatures your opponents control get -1/-1 until end of turn.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                            |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                       | <div>Thorn of the Black Rose 3B</div> <div>Creature -- Human Assassin</div> <div>Deathtouch<br/>When this creature enters, you become the monarch.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thorn of the Black Rose 3B</div> <div>Creature -- Human Assassin</div> <div>Deathtouch<br/>When this creature enters, you become the monarch.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>        | <div>Wither and Bloom 1B</div> <div>Instant</div> <div>Target creature gets -3/-3 until end of turn.<br/>{1}{B}, Exile this card from your graveyard: Put a +1/+1 counter on target creature you control.<br/>Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Arms of Hadar 3B</div> <div>Sorcery</div> <div>Creatures target player controls get -2/-2 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Arms of Hadar 3B</div> <div>Sorcery</div> <div>Creatures target player controls get -2/-2 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                          | <div>Bojuka Bog</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Dispel U</div> <div>Instant</div> <div>Counter target instant spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                          |

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| <div> <div>Extract a Confession</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.) Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Extract a Confession</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.) Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Hydroblast</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target spell if it's red.</li> <li>* Destroy target permanent if it's red.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                      | <div> <div>Hydroblast</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target spell if it's red.</li> <li>* Destroy target permanent if it's red.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                           |
| <div> <div>Hydroblast</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target spell if it's red.</li> <li>* Destroy target permanent if it's red.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                 | <div> <div>Hydroblast</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target spell if it's red.</li> <li>* Destroy target permanent if it's red.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                 | <div> <div>Mukotai Ambusher</div> <div> <div>3</div> <div>B</div> </div> </div> <div>Artifact Creature -- Rat Ninja</div> <div> <p>Ninjutsu {1}{B} ({1}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)</p> <p>Lifelink</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>3/2</div> </div> | <div> <div>Okiba-Gang Shinobi</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div>Creature -- Rat Ninja</div> <div> <p>Ninjutsu {3}{B} ({3}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)</p> <p>Whenever this creature deals combat damage to a player, that player discards two cards.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>3/2</div> </div> |

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| <div> <div>Relic of Progenitus</div> <div>1</div> </div> <div>Artifact</div> <div> {T}: Target player exiles a card from their graveyard.<br/> {1}, Exile this artifact: Exile all graveyards. Draw a card. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Relic of Progenitus</div> <div>1</div> </div> <div>Artifact</div> <div> {T}: Target player exiles a card from their graveyard.<br/> {1}, Exile this artifact: Exile all graveyards. Draw a card. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Unexpected Fangs</div> <div>1B</div> </div> <div>Instant</div> <div>Put a +1/+1 counter and a lifelink counter on target creature.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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