

Anoint with Affliction ①Ⓑ Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anoint with Affliction ①Ⓑ Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cut Down Ⓑ Instant Destroy target creature with total power and toughness 5 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cut Down Ⓑ Instant Destroy target creature with total power and toughness 5 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cut Down Ⓑ Instant Destroy target creature with total power and toughness 5 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Land

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

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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.)

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Enchantment Creature -- Cat Glimmer

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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.)

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Legendary Creature -- Phyrexian Human Wizard

Flash

When Ertai Resurrected enters, choose up to one --

- * Counter target spell, activated ability, or triggered ability. Its controller draws a card.
- * Destroy another target creature or planeswalker. Its controller draws a card.

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Creature -- Faerie Rogue

Flash
Flying
Whenever an opponent draws their second card each turn, you draw a card.
{3}{U}: Each player draws a card.

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Creature -- Faerie Rogue

Flash
Flying
Whenever an opponent draws their second card each turn, you draw a card.
{3}{0}: Each player draws a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Mastermind 1 U Creature -- Faerie Rogue Flash Flying Whenever an opponent draws their second card each turn, you draw a card. {3}{U}: Each player draws a card. 2/1 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	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	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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Land

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

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1 B

Instant

Destroy target nonartifact creature.

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1 B

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Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Phantom Interference (U) Instant Spree (Choose one or more additional costs.) + {3} -- Create a 2/2 white Spirit creature token with flying. + {1} -- Counter target spell unless its controller pays {2}.
Phantom Interference (U) Instant Spree (Choose one or more additional costs.) + {3} -- Create a 2/2 white Spirit creature token with flying. + {1} -- Counter target spell unless its controller pays {2}.	Restless Reef Land 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.	Restless Reef Land 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.	Restless Reef Land 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.
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Saiba Cryptomancer (1)(U) Creature -- Moonfolk Ninja Flash Backup 1 (When this creature enters, put a +1/+1 counter on target creature. If that's another creature, it gains the following ability until end of turn.) Hexproof 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Saiba Cryptomancer (1)(U) Creature -- Moonfolk Ninja Flash Backup 1 (When this creature enters, put a +1/+1 counter on target creature. If that's another creature, it gains the following ability until end of turn.) Hexproof 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheoldred's Edict (1)(B) Instant Choose one -- * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheoldred's Edict (1)(B) Instant Choose one -- * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice. 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	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	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	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 - CoolestRaven - Standard (Standard League)

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;
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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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 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 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	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Underground River

Land

{T}: Add {C}.
{T}: Add {U} or {B}. This land deals
1 damage to you.

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{T}: Add {C}.
{T}: Add {U} or {B}. This land deals
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{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cut Down

(B)

Instant

Destroy target creature with total power and toughness 5 or less.

[sidebar]

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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.

[sidebar]

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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.

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[sidebar]
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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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①

{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.

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3 B B

Choose two --

- * Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.
- * Destroy each creature with power 2 or less.
- * Return up to two creature cards from your graveyard to your hand.
- * Each opponent sacrifices a creature with the greatest power among creatures they control.

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3 B B

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- * Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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① ②

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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.

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2 B

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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

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Sheoldred, the Apocalypse (2)(B)(B)

Legendary Creature -- Phyrexian Praetor

Deathtouch

Whenever you draw a card, you gain 2 life.

Whenever an opponent draws a card, they lose 2 life.

[sideboard]

4/5

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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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