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

1 B

Flying, lifelink  
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Flying, lifelink  
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Flying, lifelink  
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}.  
{2}, {T}, Sacrifice this land:  
Destroy target nonbasic land an  
opponent controls. That land's  
controller may search their library  
for a basic land card, put it onto  
the battlefield, then shuffle. You  
may search your library for a basic  
land card, put it onto the  
battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Enduring Curiosity (2)(U)(U)

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

## Enduring Curiosity 2UU

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

**Enduring Curiosity** (2)(U)(U)

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

## Enduring Curiosity (2UU)

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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| <b>Faerie Mastermind</b> 1U<br>Creature -- Faerie Rogue<br>Flash<br>Flying<br>Whenever an opponent draws their second card each turn, you draw a card.<br>{3}{U}: Each player draws a card.<br>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                     | <b>Faerie Mastermind</b> 1U<br>Creature -- Faerie Rogue<br>Flash<br>Flying<br>Whenever an opponent draws their second card each turn, you draw a card.<br>{3}{U}: Each player draws a card.<br>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                     | <b>Faerie Mastermind</b> 1U<br>Creature -- Faerie Rogue<br>Flash<br>Flying<br>Whenever an opponent draws their second card each turn, you draw a card.<br>{3}{U}: Each player draws a card.<br>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                     | <b>Faerie Mastermind</b> 1U<br>Creature -- Faerie Rogue<br>Flash<br>Flying<br>Whenever an opponent draws their second card each turn, you draw a card.<br>{3}{U}: Each player draws a card.<br>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Floodpits Drowner</b> 1U<br>Creature -- Merfolk<br>Flash<br>Vigilance<br>When this creature enters, tap target creature an opponent controls and put a stun counter on it.<br>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.<br>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Floodpits Drowner</b> 1U<br>Creature -- Merfolk<br>Flash<br>Vigilance<br>When this creature enters, tap target creature an opponent controls and put a stun counter on it.<br>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.<br>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Floodpits Drowner</b> 1U<br>Creature -- Merfolk<br>Flash<br>Vigilance<br>When this creature enters, tap target creature an opponent controls and put a stun counter on it.<br>{1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries.<br>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fountainport</b><br>Land<br>{T}: Add {C}.<br>{2}, {T}, Sacrifice a token: Draw a card.<br>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br>{4}, {T}: Create a Treasure token.                                                          |

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| <div><div>Fountainport</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice a token: Draw a card.</div><div>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</div><div>{4}, {T}: Create a Treasure token.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Gloomlake Verge</div><div>Land</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Gloomlake Verge</div><div>Land</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Gloomlake Verge</div><div>Land</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Gloomlake Verge</div><div>Land</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                           | <div><div>Go for the Throat</div><div>Instant</div><div><div><div>1</div><div>B</div></div><div>Destroy target nonartifact creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                        | <div><div>Go for the Throat</div><div>Instant</div><div><div><div>1</div><div>B</div></div><div>Destroy target nonartifact creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                        | <div><div>Go for the Throat</div><div>Instant</div><div><div><div>1</div><div>B</div></div><div>Destroy target nonartifact creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                        |

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| <div><div><div>Go for the Throat</div><div>①B</div></div><div>Instant</div><div>Destroy target nonartifact creature.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div>(<math>\{T\}</math>: Add <math>\{U\}</math>.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                               | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div>(<math>\{T\}</math>: Add <math>\{U\}</math>.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                               | <div><div><div>Kaito, Bane of Nightmares</div><div>②UB</div></div><div>Legendary Planeswalker -- Kaito</div><div>Ninjutsu <math>\{1\}\{U\}\{B\}</math> (<math>\{1\}\{U\}\{B\}</math>, 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.<br/>[+1]: You get an emblem with "Ninjas you control get +1/+1."<br/>[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.<br/>[-2]: Tap target creature. Put two stun counters on it.</div><div><div>L 4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Kaito, Bane of Nightmares</div><div>②UB</div></div><div>Legendary Planeswalker -- Kaito</div><div>Ninjutsu <math>\{1\}\{U\}\{B\}</math> (<math>\{1\}\{U\}\{B\}</math>, 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.<br/>[+1]: You get an emblem with "Ninjas you control get +1/+1."<br/>[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.<br/>[-2]: Tap target creature. Put two stun counters on it.</div><div><div>L 4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Phantom Interference</div><div>U</div></div><div>Instant</div><div>Spree (Choose one or more additional costs.)<br/>+ <math>\{3\}</math> -- Create a 2/2 white Spirit creature token with flying.<br/>+ <math>\{1\}</math> -- Counter target spell unless its controller pays <math>\{2\}</math>.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Phantom Interference</div><div>U</div></div><div>Instant</div><div>Spree (Choose one or more additional costs.)<br/>+ <math>\{3\}</math> -- Create a 2/2 white Spirit creature token with flying.<br/>+ <math>\{1\}</math> -- Counter target spell unless its controller pays <math>\{2\}</math>.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Restless Reef</div></div><div>Land</div><div>This land enters tapped.<br/><math>\{T\}</math>: Add <math>\{U\}</math> or <math>\{B\}</math>.<br/><math>\{2\}\{U\}\{B\}</math>: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.<br/>Whenever this land attacks, target player mills four cards.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                      |

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Creature -- Siren Pirate

Flying  
When this creature enters, create a Map token. (It's an artifact with "{1}, {1}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

Basic Land - - Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                           | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                              | <div>Three Steps Ahead</div> <div>Instant</div> <div>Spree (Choose one or more additional costs.)</div> <div>+ {1}{U} -- Counter target spell.</div> <div>+ {3} -- Create a token that's a copy of target artifact or creature you control.</div> <div>+ {2} -- Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Three Steps Ahead</div> <div>Instant</div> <div>Spree (Choose one or more additional costs.)</div> <div>+ {1}{U} -- Counter target spell.</div> <div>+ {3} -- Create a token that's a copy of target artifact or creature you control.</div> <div>+ {2} -- Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Tishana's Tidebinder</div> <div>Creature -- Merfolk Wizard</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>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Underground River</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Underground River</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                     | <div>Underground River</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                     |

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| <div>Underground River</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                   | <div>Unstoppable Slasher 2B</div> <div>Creature -- Zombie Assassin</div> <div>Deathtouch</div> <div>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.</div> <div>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Unstoppable Slasher 2B</div> <div>Creature -- Zombie Assassin</div> <div>Deathtouch</div> <div>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.</div> <div>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                      | <div>Unstoppable Slasher 2B</div> <div>Creature -- Zombie Assassin</div> <div>Deathtouch</div> <div>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.</div> <div>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Anoint with Affliction 1B</div> <div>Instant</div> <div>Exile target creature if it has mana value 3 or less.</div> <div>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Cut Down B</div> <div>Instant</div> <div>Destroy target creature with total power and toughness 5 or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                         | <div>Deadly Cover-Up 3BB</div> <div>Sorcery</div> <div>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Disdainful Stroke 1U</div> <div>Instant</div> <div>Counter target spell with mana value 4 or greater.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                              |

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| <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>Ghost Vacuum</div><div>1</div></div><div>Artifact</div><div>{T}: Exile target card from a graveyard.<br/>{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>Gix's Command</div><div>3B</div></div><div>Sorcery</div><div>Choose two --<br/>* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.<br/>* Destroy each creature with power 2 or less.<br/>* Return up to two creature cards from your graveyard to your hand.<br/>* Each opponent sacrifices a creature with the greatest power among creatures they control.</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>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>Nowhere to Run</div><div>1B</div></div><div>Enchantment</div><div>Flash<br/>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div><div>Nowhere to Run</div><div>1B</div></div><div>Enchantment</div><div>Flash<br/>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                |

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| <div> <div> Sheo'dred, the Apocalypse 2 B B </div> <div> Legendary Creature -- Phyrexian Praetor </div> <div> Deathtouch<br/> Whenever you draw a card, you gain 2 life.<br/> Whenever an opponent draws a card, they lose 2 life. </div> <div> [sideboard] </div> <div> <div>4/5</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> Sheo'dred, the Apocalypse 2 B B </div> <div> Legendary Creature -- Phyrexian Praetor </div> <div> Deathtouch<br/> Whenever you draw a card, you gain 2 life.<br/> Whenever an opponent draws a card, they lose 2 life. </div> <div> [sideboard] </div> <div> <div>4/5</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> Tishana's Tidebinder 2 U </div> <div> Creature -- Merfolk Wizard </div> <div> Flash<br/> 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> [sideboard] </div> <div> <div>3/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> |  |
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