

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

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Cut Down

B

Instant

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

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## Darkslick Shores

Land

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

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### Deep-Cavern Bat

① ② B

Creature -- Bat

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

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1/1

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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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| <p><b>Enduring Curiosity</b> (2)(U)(U)</p> <p>Enchantment Creature -- Cat Glimmer</p> <p>Flash<br/>Whenever a creature you control deals combat damage to a player, draw a card.<br/>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.)</p> <p>4/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Enduring Curiosity</b> (2)(U)(U)</p> <p>Enchantment Creature -- Cat Glimmer</p> <p>Flash<br/>Whenever a creature you control deals combat damage to a player, draw a card.<br/>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.)</p> <p>4/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Enduring Curiosity</b> (2)(U)(U)</p> <p>Enchantment Creature -- Cat Glimmer</p> <p>Flash<br/>Whenever a creature you control deals combat damage to a player, draw a card.<br/>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.)</p> <p>4/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Enduring Curiosity</b> (2)(U)(U)</p> <p>Enchantment Creature -- Cat Glimmer</p> <p>Flash<br/>Whenever a creature you control deals combat damage to a player, draw a card.<br/>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.)</p> <p>4/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Floodpits Drowner</b> (1)(U)</p> <p>Creature -- Merfolk</p> <p>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.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                            | <p><b>Floodpits Drowner</b> (1)(U)</p> <p>Creature -- Merfolk</p> <p>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.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                            | <p><b>Floodpits Drowner</b> (1)(U)</p> <p>Creature -- Merfolk</p> <p>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.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                            | <p><b>Floodpits Drowner</b> (1)(U)</p> <p>Creature -- Merfolk</p> <p>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.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                            |

## Gloomlake Verge

Land

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Go for the Throat (1)(B)

Instant

Destroy target nonartifact creature.

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| <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div>Kaito, Bane of Nightmares 2UB</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> |
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## 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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## 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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{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

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## Spell Pierce

U

Instant

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

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Instant

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

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Instant

Counter target noncreature spell  
unless its controller pays {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

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### Playtest cards - Keeney - Standard (Standard Challenge 64)

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

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| <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>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>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> |
| <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>                                                                                                                                                                                                                     | <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>                                                                                                                                                                                                                     | <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>                                                                                                                                                                                                                     | <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>Underground River</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                       | <div><div>Underground River</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                       | <div><div>Underground River</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                       | <div><div>Underground River</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Anoint with Affliction 1B</div><div>Instant</div><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><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Anoint with Affliction 1B</div><div>Instant</div><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><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Blot Out 2B</div><div>Instant</div><div><div>Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.</div></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Disdainful Stroke 1U</div><div>Instant</div><div><div>Counter target spell with mana value 4 or greater.</div></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>           |

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| <div> <b>Duress</b> <span>(B)</span> </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 PLAY           botbox.dev         </div>                                                                                                                                                                                              | <div> <b>Ertai Resurrected</b> <span>(2)(U)(B)</span> </div> <div>           Legendary Creature -- Phyrexian Human Wizard         </div> <div>           Flash<br/>           When Ertai Resurrected enters, choose up to one --<br/>           * Counter target spell, activated ability, or triggered ability. Its controller draws a card.<br/>           * Destroy another target creature or planeswalker. Its controller draws a card.         </div> <div>[sideboard]</div> <div> <div>3/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Faerie Mastermind</b> <span>(1)(U)</span> </div> <div>           Creature -- Faerie Rogue         </div> <div>           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.         </div> <div>[sideboard]</div> <div> <div>2/1</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                    | <div> <b>Faerie Mastermind</b> <span>(1)(U)</span> </div> <div>           Creature -- Faerie Rogue         </div> <div>           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.         </div> <div>[sideboard]</div> <div> <div>2/1</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                    |
| <div> <b>Ghost Vacuum</b> <span>(1)</span> </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 PLAY           botbox.dev         </div> | <div> <b>Ghost Vacuum</b> <span>(1)</span> </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 PLAY           botbox.dev         </div>                                                             | <div> <b>Gix's Command</b> <span>(3)(B)(B)</span> </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 PLAY           botbox.dev         </div> | <div> <b>Gix's Command</b> <span>(3)(B)(B)</span> </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 PLAY           botbox.dev         </div> |

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| <div> <div> <b>Tishana's Tidebinder</b> <div> <div>2</div> <div>U</div> </div> </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> | <div> <div> <b>Tishana's Tidebinder</b> <div> <div>2</div> <div>U</div> </div> </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> | <div> <div> <b>Tishana's Tidebinder</b> <div> <div>2</div> <div>U</div> </div> </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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