

Azure Beastbinder 1U 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Azure Beastbinder 1U 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Azure Beastbinder 1U 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Azure Beastbinder 1U 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Enduring Curiosity 2UU 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 PLAYbotbox.dev	Enduring Curiosity 2UU 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
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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 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	Long Goodbye (1)(B) Instant This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Long Goodbye (1)(B) Instant This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Long Goodbye (1)(B) Instant This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lord Skitter, Sewer King (2)(B) Legendary Creature -- Rat Noble Whenever another Rat you control enters, exile up to one target card from an opponent's graveyard. At the beginning of combat on your turn, create a 1/1 black Rat creature token with "This token can't block." 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lord Skitter, Sewer King (2)(B) Legendary Creature -- Rat Noble Whenever another Rat you control enters, exile up to one target card from an opponent's graveyard. At the beginning of combat on your turn, create a 1/1 black Rat creature token with "This token can't block." 3/3 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. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Siren Pirate

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Basic Land -- Swamp

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Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tishana's Tidebinder 2U 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 PLAYbotbox.dev	Tragic Trajectory B Sorcery Target creature gets -2/-2 until end of turn. Void -- That creature gets -10/-10 until end of turn instead if a nonland permanent left the battlefield this turn or a spell was warped this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tragic Trajectory B Sorcery Target creature gets -2/-2 until end of turn. Void -- That creature gets -10/-10 until end of turn instead if a nonland permanent left the battlefield this turn or a spell was warped this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tragic Trajectory B Sorcery Target creature gets -2/-2 until end of turn. Void -- That creature gets -10/-10 until end of turn instead if a nonland permanent left the battlefield this turn or a spell was warped this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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}.) 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}.) 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}.) 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 Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Annul Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke Instant Counter target spell with mana value 4 or greater. [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 PLAYbotbox.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 PLAYbotbox.dev	Elegy Acolyte 2BB Creature -- Human Cleric Lifelink Whenever one or more creatures you control deal combat damage to a player, you draw a card and lose 1 life. Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, create a 2/2 colorless Robot artifact creature token. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Intimidation Tactics B Sorcery Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card. Cycling {3} ({3}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Betrayal 1B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Betrayal 1B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tishana's Tidebinder ②①

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tishana's Tidebinder ②①

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vren, the Relentless ②①B

Legendary Creature -- Rat Rogue

Ward {2}
If a creature an opponent controls would die, exile it instead.
At the beginning of each end step, create X 1/1 black Rat creature tokens with "This token gets +1/+1 for each other Rat you control," where X is the number of creatures that were exiled under your opponents' control this turn.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev