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| <div> <div>Bitter Triumph</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                      | <div> <div>Bitter Triumph</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                      | <div> <div>Cecil, Dark Knight</div> <div> <div>B</div> </div> </div> <div> <div> <div>Legendary Creature -- Human Knight</div> <div> <div>Deathtouch</div> <div> <p>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.</p> </div> </div> </div> <div> <div>2/3</div> </div> <div> <div>BACK FACE</div> </div> <div> <div>Cecil, Redeemed Paladin</div> <div> <div> <div>Legendary Creature -- Human Knight</div> <div> <div>Lifelink</div> <div> <p>Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn.</p> </div> </div> </div> <div> <div>4/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div> | <div> <div>Cecil, Dark Knight</div> <div> <div>B</div> </div> </div> <div> <div> <div>Legendary Creature -- Human Knight</div> <div> <div>Deathtouch</div> <div> <p>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.</p> </div> </div> </div> <div> <div>2/3</div> </div> <div> <div>BACK FACE</div> </div> <div> <div>Cecil, Redeemed Paladin</div> <div> <div> <div>Legendary Creature -- Human Knight</div> <div> <div>Lifelink</div> <div> <p>Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn.</p> </div> </div> </div> <div> <div>4/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div> |
| <div> <div>Deep-Cavern Bat</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div> <div>Creature -- Bat</div> <div> <p>Flying, lifelink</p> <p>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</p> </div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Deep-Cavern Bat</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div> <div>Creature -- Bat</div> <div> <p>Flying, lifelink</p> <p>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</p> </div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Deep-Cavern Bat</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div> <div>Creature -- Bat</div> <div> <p>Flying, lifelink</p> <p>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</p> </div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                       | <div> <div>Deep-Cavern Bat</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div> <div>Creature -- Bat</div> <div> <p>Flying, lifelink</p> <p>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</p> </div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                       |

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| <p><b>Enduring Curiosity</b> (2)(U)(U)</p> <p>Enchantment Creature -- Cat Glimmer</p> <p>Flash</p> <p>Whenever a creature you control deals combat damage to a player, draw a card.</p> <p>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</p> <p>Whenever a creature you control deals combat damage to a player, draw a card.</p> <p>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</p> <p>Whenever a creature you control deals combat damage to a player, draw a card.</p> <p>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</p> <p>Whenever a creature you control deals combat damage to a player, draw a card.</p> <p>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>Faebloom Trick</b> (2)(U)</p> <p>Instant</p> <p>Create two 1/1 blue Faerie creature tokens with flying. When you do, tap target creature an opponent controls.</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</p> <p>Vigilance</p> <p>When this creature enters, tap target creature an opponent controls and put a stun counter on it.</p> <p>{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</p> <p>Vigilance</p> <p>When this creature enters, tap target creature an opponent controls and put a stun counter on it.</p> <p>{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</p> <p>Vigilance</p> <p>When this creature enters, tap target creature an opponent controls and put a stun counter on it.</p> <p>{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>                         |

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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

## Fountainport

```
{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gloomlake Verge

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gloomlake Verge

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

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## Gloomlake Verge

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev</div> | <div>Long Goodbye 1B</div> <div>Instant</div> <div>This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Phantom Interference U</div> <div>Instant</div> <div>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}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                        | <div>Phantom Interference U</div> <div>Instant</div> <div>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}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                        |

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| <b>Preacher of the Schism</b> (2)(B)<br>Creature -- Vampire Cleric<br>Deathtouch<br>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.<br>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.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Preacher of the Schism</b> (2)(B)<br>Creature -- Vampire Cleric<br>Deathtouch<br>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.<br>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.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Restless Reef</b><br>Land<br>This land enters tapped.<br>{T}: Add {U} or {B}.<br>{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.<br>Whenever this land attacks, target player mills four cards.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Restless Reef</b><br>Land<br>This land enters tapped.<br>{T}: Add {U} or {B}.<br>{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.<br>Whenever this land attacks, target player mills four cards.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Shoot the Sheriff</b> (1)(B)<br>Instant<br>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                             | <b>Shoot the Sheriff</b> (1)(B)<br>Instant<br>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                             | <b>Soulstone Sanctuary</b><br>Land<br>{T}: Add {C}.<br>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                     | <b>Soulstone Sanctuary</b><br>Land<br>{T}: Add {C}.<br>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                     |

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| <div> <div>Spyglass Siren</div> <div> <div>U</div> </div> </div> <div> <div>Creature -- Siren Pirate</div> <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 explodes. Activate only as a sorcery.")</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Spyglass Siren</div> <div> <div>U</div> </div> </div> <div> <div>Creature -- Siren Pirate</div> <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 explodes. Activate only as a sorcery.")</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Spyglass Siren</div> <div> <div>U</div> </div> </div> <div> <div>Creature -- Siren Pirate</div> <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 explodes. Activate only as a sorcery.")</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Spyglass Siren</div> <div> <div>U</div> </div> </div> <div> <div>Creature -- Siren Pirate</div> <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 explodes. Activate only as a sorcery.")</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Stab</div> <div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <div>Target creature gets -2/-2 until end of turn.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                        | <div> <div>Starting Town</div> <div> <div></div> </div> </div> <div> <div>Land -- Town</div> <div> <div>This land enters tapped unless it's your first, second, or third turn of the game.</div> <div>{T}: Add {C}.</div> <div>{T}, Pay 1 life: Add one mana of any color.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                      | <div> <div>Starting Town</div> <div> <div></div> </div> </div> <div> <div>Land -- Town</div> <div> <div>This land enters tapped unless it's your first, second, or third turn of the game.</div> <div>{T}: Add {C}.</div> <div>{T}, Pay 1 life: Add one mana of any color.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                      | <div> <div>Starting Town</div> <div> <div></div> </div> </div> <div> <div>Land -- Town</div> <div> <div>This land enters tapped unless it's your first, second, or third turn of the game.</div> <div>{T}: Add {C}.</div> <div>{T}, Pay 1 life: Add one mana of any color.</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>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                        | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                        | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                           |
| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tishana's Tidebinder 2U</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>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tishana's Tidebinder 2U</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>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tragic Trajectory B</div> <div>Sorcery</div> <div>Target creature gets -2/-2 until end of turn.<br/>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    |
| <div><div>Annul<sup>U</sup></div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                         | <div><div>Duress<sup>B</sup></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>Duress<sup>B</sup></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>Faebloom Trick<sup>2U</sup></div><div>Instant</div><div>Create two 1/1 blue Faerie creature tokens with flying. When you do, tap target creature an opponent controls.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

②③

Create two 1/1 blue Faerie creature tokens with flying. When you do, tap target creature an opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③④

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.
```

[sideboard]

L 4

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② ③

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."

[sidebar]

**3/3**

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①②

Counter target noncreature spell.

[sidebar]

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① B B

Flying, deathtouch, lifelink  
Renew -- {2}{B}, Exile this card  
from your graveyard: Put a flying  
counter, a deathtouch counter, and a  
lifelink counter on target creature.  
Activate only as a sorcery.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

Flying, deathtouch, lifelink  
Renew -- {2}{B}, Exile this card  
from your graveyard: Put a flying  
counter, a deathtouch counter, and a  
lifelink counter on target creature.  
Activate only as a sorcery.

[sideboard]

3/3

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**B**

Target creature gets -2/-2 until end of turn.

[sidebar]

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① ②

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>Strategic Betrayal</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> Target opponent exiles a creature they control and their graveyard. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tishana's Tidebinder</div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tragic Trajectory</div> <div> <div>B</div> </div> </div> <div>Sorcery</div> <div> Target creature gets -2/-2 until end of turn.<br/> 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. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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