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| <div> <div>Azure Beastbinder</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Rat Rogue</div> <div> <div>Vigilance</div> <div>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.</div> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                             | <div> <div>Azure Beastbinder</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Rat Rogue</div> <div> <div>Vigilance</div> <div>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.</div> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                             | <div> <div>Azure Beastbinder</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Rat Rogue</div> <div> <div>Vigilance</div> <div>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.</div> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                             | <div> <div>Azure Beastbinder</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Rat Rogue</div> <div> <div>Vigilance</div> <div>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.</div> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Cecil, Dark Knight</div> <div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Human Knight</div> <div> <div>Deathtouch</div> <div>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.</div> </div> <div> <div>2/3</div> <div>----- BACK FACE -----</div> <div> <div>Cecil, Redeemed Paladin</div> <div> <div>Legendary Creature -- Human Knight</div> <div> <div>Lifelink</div> <div>Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn.</div> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div></div> | <div> <div>Cecil, Dark Knight</div> <div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Human Knight</div> <div> <div>Deathtouch</div> <div>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.</div> </div> <div> <div>2/3</div> <div>----- BACK FACE -----</div> <div> <div>Cecil, Redeemed Paladin</div> <div> <div>Legendary Creature -- Human Knight</div> <div> <div>Lifelink</div> <div>Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn.</div> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div></div> | <div> <div>Cecil, Dark Knight</div> <div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Human Knight</div> <div> <div>Deathtouch</div> <div>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.</div> </div> <div> <div>2/3</div> <div>----- BACK FACE -----</div> <div> <div>Cecil, Redeemed Paladin</div> <div> <div>Legendary Creature -- Human Knight</div> <div> <div>Lifelink</div> <div>Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn.</div> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div></div> | <div> <div>Enduring Curiosity</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Enchantment Creature -- Cat Glimmer</div> <div> <div>Flash</div> <div>Whenever a creature you control deals combat damage to a player, draw a card.</div> <div>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.)</div> </div> <div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                    |

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| <b>Enduring Curiosity</b> (2)(U)(U)<br>Enchantment Creature -- Cat Glimmer<br>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.)<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Enduring Curiosity</b> (2)(U)(U)<br>Enchantment Creature -- Cat Glimmer<br>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.)<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Enduring Curiosity</b> (2)(U)(U)<br>Enchantment Creature -- Cat Glimmer<br>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.)<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Floodpits Drowner</b> (1)(U)<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><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Floodpits Drowner</b> (1)(U)<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><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                             | <b>Floodpits Drowner</b> (1)(U)<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><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                             | <b>Floodpits Drowner</b> (1)(U)<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><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                             | <b>Gloomlake Verge</b><br>Land<br>{T}: Add {U}.<br>{T}: Add {B}. Activate only if you control an Island or a Swamp.                                                                                                                                                                                                                                                      |

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| <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>Intimidation Tactics</div><div>Sorcery</div><div><div>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.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Island</div><div>Basic Land -- Island</div><div><div>{T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                | <div><div>Island</div><div>Basic Land -- Island</div><div><div>{T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                | <div><div>Island</div><div>Basic Land -- Island</div><div><div>{T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                | <div><div>Island</div><div>Basic Land -- Island</div><div><div>{T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                             |

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| <b>Kaito, Bane of Nightmares</b> (2)(U)(B)<br>Legendary Planeswalker -- Kaito<br>Ninjutsu {1}{U}{B} ({1}{U}{B}),<br>Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>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.<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Kaito, Bane of Nightmares</b> (2)(U)(B)<br>Legendary Planeswalker -- Kaito<br>Ninjutsu {1}{U}{B} ({1}{U}{B}),<br>Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>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.<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Kaito, Bane of Nightmares</b> (2)(U)(B)<br>Legendary Planeswalker -- Kaito<br>Ninjutsu {1}{U}{B} ({1}{U}{B}),<br>Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>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.<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Long Goodbye</b> (1)(B)<br>Instant<br>This spell can't be countered. (This includes by the ward ability.)<br>Destroy target creature or planeswalker with mana value 3 or less.<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                              |
| <b>Long Goodbye</b> (1)(B)<br>Instant<br>This spell can't be countered. (This includes by the ward ability.)<br>Destroy target creature or planeswalker with mana value 3 or less.<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                  | <b>Long Goodbye</b> (1)(B)<br>Instant<br>This spell can't be countered. (This includes by the ward ability.)<br>Destroy target creature or planeswalker with mana value 3 or less.<br><div>L 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>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 |

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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><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 explodes. 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 explodes. 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 explodes. 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 explodes. Activate only as a sorcery.")</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Starting Town</div></div><div><div>Land -- Town</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                    | <div><div><div>Starting Town</div></div><div><div>Land -- Town</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                    | <div><div><div>Starting Town</div></div><div><div>Land -- Town</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>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>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>Tragic Trajectory</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> | <div>Tragic Trajectory</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> | <div>Tragic Trajectory</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><div>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>   |
| <div><div><div>Annu1</div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                      | <div><div><div>Annu1</div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                      | <div><div><div>Disdainful Stroke</div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                     | <div><div><div>Duress</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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Faebloom Trick</div><div>②②U</div></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> | <div><div><div>Faebloom Trick</div><div>②②U</div></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>                                                                                                                        | <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>Intimidation Tactics</div><div>①B</div></div><div>Sorcery</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Negate</div><div>①②U</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>Qarsi Revenant</div><div>①①B①B</div></div><div>Creature -- Vampire</div><div>Flying, deathtouch, lifelink<br/>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.</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Qarsi Revenant</div><div>①①B①B</div></div><div>Creature -- Vampire</div><div>Flying, deathtouch, lifelink<br/>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.</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                       | <div><div><div>Strategic Betrayal</div><div>①①B</div></div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                       |

## Strategic Betrayal

① ②

Sorcery

Target opponent exiles a creature they control and their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tishana's Tidebinder

② ③

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

② ③

Creature -- Merfolk Wizard

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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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Playtest cards - Doomeinstein - Standard (Standard Challenge 32)

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 10/10 - 3 cards - 2.5 x 3.5 in each