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| <p><b>Azure Beastbinder</b> (1)(U)</p> <p>Creature -- Rat Rogue</p> <p>Vigilance<br/>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.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Azure Beastbinder</b> (1)(U)</p> <p>Creature -- Rat Rogue</p> <p>Vigilance<br/>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.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Azure Beastbinder</b> (1)(U)</p> <p>Creature -- Rat Rogue</p> <p>Vigilance<br/>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.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                 | <p><b>Azure Beastbinder</b> (1)(U)</p> <p>Creature -- Rat Rogue</p> <p>Vigilance<br/>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.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                 |
| <p><b>Bitter Triumph</b> (1)(B)</p> <p>Instant</p> <p>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                      | <p><b>Bitter Triumph</b> (1)(B)</p> <p>Instant</p> <p>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                      | <p><b>Cecil, Dark Knight</b> (B)</p> <p>Legendary Creature -- Human Knight</p> <p>Deathtouch<br/>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> <p>2/3</p> <p>----- BACK FACE -----</p> <p><b>Cecil, Redeemed Paladin</b></p> <p>Legendary Creature -- Human Knight</p> <p>Lifelink<br/>Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Cecil, Dark Knight</b> (B)</p> <p>Legendary Creature -- Human Knight</p> <p>Deathtouch<br/>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> <p>2/3</p> <p>----- BACK FACE -----</p> <p><b>Cecil, Redeemed Paladin</b></p> <p>Legendary Creature -- Human Knight</p> <p>Lifelink<br/>Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

Playtest cards - Lucas61ggs - 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 1/10 - 8 cards - 2.5 x 3.5 in each

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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>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>                         | <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>                         |

Playtest cards - Lucas61ggs - Standard (Standard Challenge 32)

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| <div><div>Gloomlake Verge</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Gloomlake Verge</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Gloomlake Verge</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Gloomlake Verge</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Island</div><div>Basic Land -- Island</div><div><div>{T}: Add {U}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div><div>Island</div><div>Basic Land -- Island</div><div><div>{T}: Add {U}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div><div>Island</div><div>Basic Land -- Island</div><div><div>{T}: Add {U}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div><div>Island</div><div>Basic Land -- Island</div><div><div>{T}: Add {U}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     |

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| <div> <div>Kaito, Bane of Nightmares (2)(U)(B)</div> <div> <div>Legendary Planeswalker -- Kaito</div> <div> <p>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.</p> <div>L 4</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Kaito, Bane of Nightmares (2)(U)(B)</div> <div> <div>Legendary Planeswalker -- Kaito</div> <div> <p>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.</p> <div>L 4</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Kaito, Bane of Nightmares (2)(U)(B)</div> <div> <div>Legendary Planeswalker -- Kaito</div> <div> <p>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.</p> <div>L 4</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Long Goodbye (1)(B)</div> <div> <div>Instant</div> <div> <p>This spell can't be countered. (This includes by the ward ability.)<br/>Destroy target creature or planeswalker with mana value 3 or less.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                             |
| <div> <div>Long Goodbye (1)(B)</div> <div> <div>Instant</div> <div> <p>This spell can't be countered. (This includes by the ward ability.)<br/>Destroy target creature or planeswalker with mana value 3 or less.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                     | <div> <div>Multiversal Passage</div> <div> <div>Land</div> <div> <p>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                             | <div> <div>Multiversal Passage</div> <div> <div>Land</div> <div> <p>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                             | <div> <div>Phantom Interference (U)</div> <div> <div>Instant</div> <div> <p>Spree (Choose one or more additional costs.)<br/>+ {3} -- Create a 2/2 white Spirit creature token with flying.<br/>+ {1} -- Counter target spell unless its controller pays {2}.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |

U

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}.

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2 B

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

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2 B

## Deathtouch

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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped.  
{T}: Add {U} or {B}.  
{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.  
Whenever this land attacks, target player mills four cards.

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## 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.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped.  
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Whenever this land attacks, target player mills four cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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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## 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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| <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 explores. 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 explores. 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 explores. 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 explores. 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>Strategic Betrayal</div> <div> <div>1B</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Target opponent exiles a creature they control and their graveyard.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                   | <div> <div>Swamp</div> <div> <div></div> </div> </div> <div> <div>Basic Land -- Swamp</div> <div> <div>({T}: Add {B}.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                          | <div> <div>Swamp</div> <div> <div></div> </div> </div> <div> <div>Basic Land -- Swamp</div> <div> <div>({T}: Add {B}.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                          |

Playtest cards - Lucas61ggs - Standard (Standard Challenge 32)

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| <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> | <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> |

## 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.

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## 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.

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## 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

2 B B

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.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Instant

Counter target creature spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Instant

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U B

Legendary Planeswalker -- Kaito

Ninjatsu {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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| <div> <b>Lord Skitter, Sewer King</b> <span>2</span><span>B</span> </div> <div>           Legendary Creature -- Rat Noble         </div> <div> <p>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."</p> </div> <div>           [sideboard]         </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Qarsi Revenant</b> <span>1</span><span>B</span><span>B</span> </div> <div>           Creature -- Vampire         </div> <div> <p>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.</p> </div> <div>           [sideboard]         </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Qarsi Revenant</b> <span>1</span><span>B</span><span>B</span> </div> <div>           Creature -- Vampire         </div> <div> <p>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.</p> </div> <div>           [sideboard]         </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Spell Pierce</b> <span>U</span> </div> <div>           Instant         </div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> </div> <div>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                         |
| <div> <b>Spell Pierce</b> <span>U</span> </div> <div>           Instant         </div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> </div> <div>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                      | <div> <b>Strategic Betrayal</b> <span>1</span><span>B</span> </div> <div>           Sorcery         </div> <div> <p>Target opponent exiles a creature they control and their graveyard.</p> </div> <div>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                | <div> <b>Strategic Betrayal</b> <span>1</span><span>B</span> </div> <div>           Sorcery         </div> <div> <p>Target opponent exiles a creature they control and their graveyard.</p> </div> <div>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                | <div> <b>Tishana's Tidebinder</b> <span>2</span><span>U</span> </div> <div>           Creature -- Merfolk Wizard         </div> <div> <p>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.)</p> </div> <div>           [sideboard]         </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

## Tishana's Tidebinder (2)(U)

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

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## Zero Point Ballad (X)(B)

Sorcery

Destroy all creatures with toughness X or less. You lose X life. If X is 6 or more, return a creature card put into a graveyard this way to the battlefield under your control.

[sideboard]

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## Zero Point Ballad (X)(B)

Sorcery

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[sideboard]

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