



## Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Bat

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Bat

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Creature -- Bat

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Creature -- Bat

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Enchantment Creature -- Cat Glimmer

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Enchantment Creature -- Cat Glimmer

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Enchantment Creature -- Cat Glimmer

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| <div><div><div>Faerie Mastermind</div><div><div>1</div><div>U</div></div></div><div>Creature -- Faerie Rogue</div><div>Flash<br/>Flying<br/>Whenever an opponent draws their second card each turn, you draw a card.<br/>{3}{U}: Each player draws a card.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div><div>Faerie Mastermind</div><div><div>1</div><div>U</div></div></div><div>Creature -- Faerie Rogue</div><div>Flash<br/>Flying<br/>Whenever an opponent draws their second card each turn, you draw a card.<br/>{3}{U}: Each player draws a card.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div><div>Faerie Mastermind</div><div><div>1</div><div>U</div></div></div><div>Creature -- Faerie Rogue</div><div>Flash<br/>Flying<br/>Whenever an opponent draws their second card each turn, you draw a card.<br/>{3}{U}: Each player draws a card.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Faerie Mastermind</div><div><div>1</div><div>U</div></div></div><div>Creature -- Faerie Rogue</div><div>Flash<br/>Flying<br/>Whenever an opponent draws their second card each turn, you draw a card.<br/>{3}{U}: Each player draws a card.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Floodpits Drowner</div><div><div>1</div><div>U</div></div></div><div>Creature -- Merfolk</div><div>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.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Floodpits Drowner</div><div><div>1</div><div>U</div></div></div><div>Creature -- Merfolk</div><div>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.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fountainport</div></div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div><div>Fountainport</div></div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      |

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| <div><div><div>Gix's Command</div><div><div>3</div><div>B</div><div>B</div></div></div><div>Sorcery</div><div>Choose two --<br/>* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.<br/>* Destroy each creature with power 2 or less.<br/>* Return up to two creature cards from your graveyard to your hand.<br/>* Each opponent sacrifices a creature with the greatest power among creatures they control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Gloomlake Verge</div></div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Gloomlake Verge</div></div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Gloomlake Verge</div></div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Gloomlake Verge</div></div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                               | <div><div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div><div>Instant</div><div>Destroy target nonartifact creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div><div>Instant</div><div>Destroy target nonartifact creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div><div>Instant</div><div>Destroy target nonartifact creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                | <div><div>Kaito, Bane of Nightmares 2UB</div><div>Legendary Planeswalker -- Kaito</div><div>Ninjutsu {1}{U}{B} ({1}{U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof. [+1]: You get an emblem with "Ninjas you control get +1/+1." [0]: Surveil 2. Then draw a card for each opponent who lost life this turn. [-2]: Tap target creature. Put two stun counters on it.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Kaito, Bane of Nightmares 2UB</div><div>Legendary Planeswalker -- Kaito</div><div>Ninjutsu {1}{U}{B} ({1}{U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof. [+1]: You get an emblem with "Ninjas you control get +1/+1." [0]: Surveil 2. Then draw a card for each opponent who lost life this turn. [-2]: Tap target creature. Put two stun counters on it.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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 PLAYbotbox.dev</div></div> | <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 PLAYbotbox.dev</div></div> | <div><div>Preacher of the Schism 2B</div><div>Creature -- Vampire Cleric</div><div>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.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                         |

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| <b>Preacher of the Schism</b> ②②B<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> ②②B<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> ②②B<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><div></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><div></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><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                      | <b>Sheoldred, the Apocalypse</b> ②②B③<br>Legendary Creature -- Phyrexian Praetor<br>Deathtouch<br>Whenever you draw a card, you gain 2 life.<br>Whenever an opponent draws a card, they lose 2 life.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                         | <b>Spyglass Siren</b> ①U<br>Creature -- Siren Pirate<br>Flying<br>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.")<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                            |

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| <div><div><div>Spyglass Siren</div><div>U</div></div><div>Creature -- Siren Pirate</div><div>Flying<br/>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>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Spyglass Siren</div><div>U</div></div><div>Creature -- Siren Pirate</div><div>Flying<br/>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>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Spyglass Siren</div><div>U</div></div><div>Creature -- Siren Pirate</div><div>Flying<br/>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>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                        |
| <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                           | <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                           | <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                           | <div><div><div>Three Steps Ahead</div><div>U</div></div><div>Instant</div><div>Spree (Choose one or more additional costs.)<br/>+ {1}{U} -- Counter target spell.<br/>+ {3} -- Create a token that's a copy of target artifact or creature you control.<br/>+ {2} -- Draw two cards, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Undercity Sewers</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div><div>Underground River</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                  | <div><div><div>Underground River</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div><div>Underground River</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             |
| <div><div><div>Anoint with Affliction 1B</div><div>Instant</div><div>Exile target creature if it has mana value 3 or less.<br/>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Anoint with Affliction 1B</div><div>Instant</div><div>Exile target creature if it has mana value 3 or less.<br/>Corrupted -- Exile that creature instead if its controller has three or more poison counters.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Disdainful Stroke 1U</div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Duress B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Duress</div><div>B</div></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><div>Ghost Vacuum</div><div>1</div></div><div>Artifact</div><div>{T}: Exile target card from a graveyard.</div><div>{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>Gix's Command</div><div>3B B</div></div><div>Sorcery</div><div>Choose two --</div><div>* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.</div><div>* Destroy each creature with power 2 or less.</div><div>* Return up to two creature cards from your graveyard to your hand.</div><div>* Each opponent sacrifices a creature with the greatest power among creatures they control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kaito, Bane of Nightmares</div><div>2U B</div></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.)</div><div>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.</div><div>[+1]: You get an emblem with "Ninjas you control get +1/+1."</div><div>[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.</div><div>[-2]: Tap target creature. Put two stun counters on it.</div><div>[sideboard]</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Malicious Eclipse</div><div>1B B</div></div><div>Sorcery</div><div>All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Malicious Eclipse</div><div>1B B</div></div><div>Sorcery</div><div>All creatures get -2/-2 until end of turn. If a creature an opponent controls would die this turn, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                          | <div><div><div>Negate</div><div>1U</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>Phyrexian Fleshgorger</div><div>7</div></div><div>Artifact Creature -- Phyrexian Wurm</div><div>Prototype {1}{B}{B} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)</div><div>Menace, lifelink</div><div>Ward--Pay life equal to this creature's power.</div><div>[sideboard]</div><div>7/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                         |

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| <div><div><div>Sheoldred, the Apocalypse</div><div><div>2</div><div>B</div><div>B</div></div></div><div><div>Legendary Creature -- Phyrexian Praetor</div><div>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</div><div>[sideboard]</div><div><div>4/5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Tishana's Tidebinder</div><div><div>2</div><div>U</div></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> | <div><div><div>Tishana's Tidebinder</div><div><div>2</div><div>U</div></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> |  |
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