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| <b>Adarkar Wastes</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}: Add {W} or {U}. This land deals 1 damage to you.  | <b>Adarkar Wastes</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}: Add {W} or {U}. This land deals 1 damage to you.                            | <b>Caves of Koilos</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}: Add {W} or {B}. This land deals 1 damage to you.                           | <b>Caves of Koilos</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}: Add {W} or {B}. This land deals 1 damage to you.                           |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                              | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                        |
| <b>Caves of Koilos</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}: Add {W} or {B}. This land deals 1 damage to you. | <b>Concealed Courtyard</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {W} or {B}. | <b>Concealed Courtyard</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {W} or {B}. | <b>Concealed Courtyard</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {W} or {B}. |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                              | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev                                                                                        |

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| <div>Concealed Courtyard</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Cut Down</div> <div>Instant</div> <div>Destroy target creature with total power and toughness 5 or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                  | <div>Darkslick Shores</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                         | <div>Darkslick Shores</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                         |
| <div>Darkslick Shores</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>    | <div>Darkslick Shores</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Fear of Isolation</div> <div>Enchantment Creature -- Nightmare</div> <div>As an additional cost to cast this spell, return a permanent you control to its owner's hand.<br/>Flying</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Fear of Isolation</div> <div>Enchantment Creature -- Nightmare</div> <div>As an additional cost to cast this spell, return a permanent you control to its owner's hand.<br/>Flying</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

Playtest cards - yoman5 - Unknown format (Pro Tour Aetherdrift in Chicago)

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 2/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Fear of Isolation</b> (1)(U)<br>Enchantment Creature -- Nightmare<br>As an additional cost to cast this spell, return a permanent you control to its owner's hand.<br>Flying<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                      | <b>Fear of Isolation</b> (1)(U)<br>Enchantment Creature -- Nightmare<br>As an additional cost to cast this spell, return a permanent you control to its owner's hand.<br>Flying<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                      | <b>Get Out</b> (U)(U)<br>Instant<br>Choose one --<br>* Counter target creature or enchantment spell.<br>* Return one or two target creatures and/or enchantments you own to your hand.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                              | <b>Hopeless Nightmare</b> (B)<br>Enchantment<br>When this enchantment enters, each opponent discards a card and loses 2 life.<br>When this enchantment is put into a graveyard from the battlefield, scry 2.<br>{2}{B}: Sacrifice this enchantment.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                            |
| <b>Hopeless Nightmare</b> (B)<br>Enchantment<br>When this enchantment enters, each opponent discards a card and loses 2 life.<br>When this enchantment is put into a graveyard from the battlefield, scry 2.<br>{2}{B}: Sacrifice this enchantment.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hopeless Nightmare</b> (B)<br>Enchantment<br>When this enchantment enters, each opponent discards a card and loses 2 life.<br>When this enchantment is put into a graveyard from the battlefield, scry 2.<br>{2}{B}: Sacrifice this enchantment.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hopeless Nightmare</b> (B)<br>Enchantment<br>When this enchantment enters, each opponent discards a card and loses 2 life.<br>When this enchantment is put into a graveyard from the battlefield, scry 2.<br>{2}{B}: Sacrifice this enchantment.<br>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}, 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 |

Playtest cards - yoman5 - Unknown format (Pro Tour Aetherdrift in Chicago)

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

1 B

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)

When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discard a card. {2}, Sacrifice this enchantment: You gain life equal to your speed.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

Flash

When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.

Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

## Flying

When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

## Flying

When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Flying

When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <p><b>Nurturing Pixie</b> (W)</p> <p>Creature -- Faerie Rogue</p> <p>Flying</p> <p>When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Optimistic Scavenger</b> (W)</p> <p>Creature -- Human Scout</p> <p>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                           | <p><b>Optimistic Scavenger</b> (W)</p> <p>Creature -- Human Scout</p> <p>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                           | <p><b>Optimistic Scavenger</b> (W)</p> <p>Creature -- Human Scout</p> <p>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                         |
| <p><b>Optimistic Scavenger</b> (W)</p> <p>Creature -- Human Scout</p> <p>Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, put a +1/+1 counter on target creature.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                       | <p><b>Overlord of the Balemurk</b> (3)(B)(B)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Overlord of the Balemurk</b> (3)(B)(B)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Preacher of the Schism</b> (2)(B)</p> <p>Creature -- Vampire Cleric</p> <p>Deathtouch</p> <p>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.</p> <p>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.</p> <p>2/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Restless Anchorage</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {W} or {U}.</p><p>{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.</p><p>Whenever this land attacks, create a Map token.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Anchorage</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {W} or {U}.</p><p>{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.</p><p>Whenever this land attacks, create a Map token.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Seachrome Coast</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {W} or {U}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div>Seachrome Coast</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {W} or {U}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                     |
| <div><div>Seachrome Coast</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {W} or {U}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Seachrome Coast</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {W} or {U}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Shoot the Sheriff</div><div>Instant</div><div><p>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div><p>(Gain the next level as a sorcery to add its ability.)</p><p>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.</p><p>{3}{U}: Level 2</p><p>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.</p><p>{5}{U}: Level 3</p><p>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                        |
| <div><div>This Town Ain't Big Enough</div><div>Instant</div><div>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                 | <div><div>This Town Ain't Big Enough</div><div>Instant</div><div>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                 | <div><div>This Town Ain't Big Enough</div><div>Instant</div><div>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                 | <div><div>This Town Ain't Big Enough</div><div>Instant</div><div>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Underground River</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>      | <div><div>Underground River</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                    | <div><div>Underground River</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                    | <div><div>Underground River</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {B}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                            |
| <div><div>Cut Down</div><div>B</div><div>Instant</div><div><div>Destroy target creature with total power and toughness 5 or less.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Destroy Evil</div><div>1W</div><div>Instant</div><div><div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Destroy Evil</div><div>1W</div><div>Instant</div><div><div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Gix's Command</div><div>3BB</div><div>Sorcery</div><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>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <b>Grim Bauble</b> <span>(B)</span><br>Artifact<br>When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn. {2}{B}, {T}, Sacrifice this artifact: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Kaito, Bane of Nightmares</b> <span>(2)(U)(B)</span><br>Legendary Planeswalker -- Kaito<br>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.<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><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>L 4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Loran of the Third Path</b> <span>(2)(W)</span><br>Legendary Creature -- Human Artificer<br>Vigilance<br>When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                      | <b>Rest in Peace</b> <span>(1)(W)</span><br>Enchantment<br>When this enchantment enters, exile all graveyards.<br>If a card or token would be put into a graveyard from anywhere, exile it instead.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                              |
| <b>Rest in Peace</b> <span>(1)(W)</span><br>Enchantment<br>When this enchantment enters, exile all graveyards.<br>If a card or token would be put into a graveyard from anywhere, exile it instead.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                              | <b>Sheltered by Ghosts</b> <span>(1)(W)</span><br>Enchantment -- Aura<br>Enchant creature you control<br>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br>Enchanted creature gets +1/+0 and has lifelink and ward {2}.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                       | <b>Sheltered by Ghosts</b> <span>(1)(W)</span><br>Enchantment -- Aura<br>Enchant creature you control<br>When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.<br>Enchanted creature gets +1/+0 and has lifelink and ward {2}.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Shrouded Shepherd</b> <span>(1)(W)</span><br>Creature -- Spirit Warrior<br>When this creature enters, target creature you control gets +2/+2 until end of turn.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>2/2<br>----- ADVENTURE -----<br><b>Cleave Shadows</b> <span>(1)(B)</span><br>Sorcery -- Adventure<br>Creatures your opponents control get -1/-1 until end of turn. (Then exile this card. You may cast the creature later from exile.)<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Temporary Lockdown</div><div>Enchantment</div><div>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |  |
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