

Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you.	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you.	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you.	Caves of Koilos Land {T}: Add {C}. {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
Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you.	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}.	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}.	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}.
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Concealed Courtyard

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {B}.

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Darkslick Shores

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {U} or {B}.

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Fear of Isolation (1)(U)

Enchantment Creature -- Nightmare

As an additional cost to cast this spell, return a permanent you control to its owner's hand.

Flying

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fear of Isolation (1)(U)

Enchantment Creature -- Nightmare

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2/3

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Fear of Isolation (1)(U) Enchantment Creature -- Nightmare As an additional cost to cast this spell, return a permanent you control to its owner's hand. Flying 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go for the Throat (1)(B) Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go for the Throat (1)(B) Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hopeless Nightmare (B) Enchantment When this enchantment enters, each opponent discards a card and loses 2 life. When this enchantment is put into a graveyard from the battlefield, scry 2. {2}{B}: Sacrifice this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Kaito, Bane of Nightmares (2)(U)(B) Legendary Planeswalker -- Kaito 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. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Momentum Breaker (1)(B) Enchantment 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 discards a card. {2}, Sacrifice this enchantment: You gain life equal to your speed. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nowhere to Run (1)(B) Enchantment 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	Nowhere to Run (1)(B) Enchantment 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
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Restless Anchorage Land This land enters tapped. {T}: Add {W} or {U}. {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. Whenever this land attacks, create a Map token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spiteful Hexmage Creature -- Human Warlock When this creature enters, create a Cursed Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature is 1/1.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spiteful Hexmage Creature -- Human Warlock When this creature enters, create a Cursed Role token attached to target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature is 1/1.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Stormchaser's Talent Ⓢ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 1/1 blue and red Otter creature token with prowess. {3}{U}: Level 2 When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand. {5}{U}: Level 3 Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stormchaser's Talent Ⓢ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 1/1 blue and red Otter creature token with prowess. {3}{U}: Level 2 When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand. {5}{U}: Level 3 Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stormchaser's Talent Ⓢ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 1/1 blue and red Otter creature token with prowess. {3}{U}: Level 2 When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand. {5}{U}: Level 3 Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stormchaser's Talent Ⓢ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 1/1 blue and red Otter creature token with prowess. {3}{U}: Level 2 When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand. {5}{U}: Level 3 Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	This Town Ain't Big Enough ④Ⓢ Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	This Town Ain't Big Enough ④Ⓢ Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	This Town Ain't Big Enough ④Ⓢ Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

④ ⑤

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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{T}: Add {C}.
{T}: Add {U} or {B}. This land deals
1 damage to you.
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Land

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{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Destroy target creature with total power and toughness 5 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Choose one --

- * Destroy target creature with toughness 4 or greater.
- * Destroy target enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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Choose one --
* Destroy target creature with
toughness 4 or greater.
* Destroy target enchantment.
```

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kaito, Bane of Nightmares 2UB Legendary Planeswalker -- Kaito Ninjutsu {1}{U}{B} ({1}{U}{B}), Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof. [+1]: You get an emblem with "Ninjas you control get +1/+1." [0]: Surveil 2. Then draw a card for each opponent who lost life this turn. [-2]: Tap target creature. Put two stun counters on it. [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Momentum Breaker 1B Enchantment 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 discards a card. {2}, Sacrifice this enchantment: You gain life equal to your speed. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	No More Lies WU Instant Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	No More Lies WU Instant Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rest in Peace 1W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rest in Peace 1W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shrouded Shepherd 1W Creature -- Spirit Warrior When this creature enters, target creature you control gets +2/+2 until end of turn. [sideboard] 2/2 ----- ADVENTURE ----- Cleave Shadows 1B Sorcery -- Adventure Creatures your opponents control get -1/-1 until end of turn. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shrouded Shepherd 1W Creature -- Spirit Warrior When this creature enters, target creature you control gets +2/+2 until end of turn. [sideboard] 2/2 ----- ADVENTURE ----- Cleave Shadows 1B Sorcery -- Adventure Creatures your opponents control get -1/-1 until end of turn. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporary Lockdown 1WW Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Witch's Vanity 1B Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Destroy target creature an opponent controls with mana value 2 or less. II -- Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") III -- Create a Wicked Role token attached to target creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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