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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                                                                                        |

## Concealed Courtyard

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Darkslick Shores

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Darkslick Shores

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Darkslick Shores

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Darkslick Shores

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

```
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

```
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

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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>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<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>Island</b><br>Basic Land -- Island<br>({T}: Add {U}.)<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 |

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| <b>Kaito, Bane of Nightmares</b> (2)(U)(B)<br>Legendary Planeswalker -- Kaito<br>Ninjutsu {1}{U}{B} ({1}{U}{B}),<br>Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)<br>During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof.<br>[+1]: You get an emblem with "Ninjas you control get +1/+1."<br>[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.<br>[-2]: Tap target creature. Put two stun counters on it.<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Momentum Breaker</b> (1)(B)<br>Enchantment<br>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.)<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Momentum Breaker</b> (1)(B)<br>Enchantment<br>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.)<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Nowhere to Run</b> (1)(B)<br>Enchantment<br>Flash<br>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Nowhere to Run</b> (1)(B)<br>Enchantment<br>Flash<br>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                      | <b>Nowhere to Run</b> (1)(B)<br>Enchantment<br>Flash<br>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                   | <b>Nurturing Pixie</b> (W)<br>Creature -- Faerie Rogue<br>Flying<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                | <b>Nurturing Pixie</b> (W)<br>Creature -- Faerie Rogue<br>Flying<br>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.<br><div>1/1</div> 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>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>Restless Anchorage</b></p> <p>Land</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - aaronlikesrice - Standard (LCQ - Standard - SCG CON Hartford - Friday -

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

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| <div><div>Restless Reef</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U} or {B}.</p><p>{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.</p><p>Whenever this land attacks, target player mills four cards.</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>Stock Up</div><div>Sorcery</div><div><p>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</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> | <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> |

U

(Gain the next level as a sorcery to add its ability.)

$\{3\}\{U\}$ : Level 2

{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 PLAY botbox.dev

U

(Gain the next level as a sorcery to add its ability.)

$\{3\}\{U\}$ : Level 2

{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 PLAY botbox.dev

① ② W

Flash  
Flying

When this creature enters, return up to one other target nonland permanent you control to its owner's hand. If it was a token, draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Flash  
Flying

When this creature enters, return up to one other target nonland permanent you control to its owner's hand. If it was a token, draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Flash  
Flying

When this creature enters, return up to one other target nonland permanent you control to its owner's hand. If it was a token, draw a card.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

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 PLAY botbox.dev

④ ⑤

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 PLAY botbox.dev

④ ⑤

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 PLAY botbox.dev





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| <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile all graveyards.</p> <p>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Temporary Lockdown</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Temporary Lockdown</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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