

Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Biting-Palm Ninja 2B Creature -- Human Ninja Ninjutsu {2}{B} This creature enters with a menace counter on it. Whenever this creature deals combat damage to a player, you may remove a menace counter from it. When you do, that player reveals their hand and you choose a nonland card from it. Exile that card. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. 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	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	Dark Leo & Shredder WB Legendary Creature -- Mutant Ninja Turtle Human Sneak {W}{B} Attacking Ninjas you control have deathtouch. Whenever Dark Leo & Shredder deal combat damage to a player, create a 1/1 black Ninja creature token. Then if you control five or more Ninjas, that player loses half their life, rounded up. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Leo & Shredder WB Legendary Creature -- Mutant Ninja Turtle Human Sneak {W}{B} Attacking Ninjas you control have deathtouch. Whenever Dark Leo & Shredder deal combat damage to a player, create a 1/1 black Ninja creature token. Then if you control five or more Ninjas, that player loses half their life, rounded up. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - #84443, agesZ - Pioneer (Holiday Night Magic)

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

Dark Leo & Shredder W B Legendary Creature -- Mutant Ninja Turtle Human Sneak {W}{B} Attacking Ninjas you control have deathtouch. Whenever Dark Leo & Shredder deal combat damage to a player, create a 1/1 black Ninja creature token. Then if you control five or more Ninjas, that player loses half their life, rounded up. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Eiganjo, Seat of the Empire Legendary Land {T}: Add {W}. Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Godless Shrine Land -- Plains Swamp {T}: Add {W} or {B}. As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Godless Shrine Land -- Plains Swamp ({T}: Add {W} 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	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kaito, Bane of Nightmares 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
Kaito, Bane of Nightmares 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	Kaito, Bane of Nightmares 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	Kaito, Bane of Nightmares 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	Leonardo, Leader in Blue Legendary Creature -- Mutant Ninja Turtle Sneak {3}{W}{W} (You may cast this spell for {3}{W}{W} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.) When Leonardo enters, if his sneak cost was paid, creatures you control get +2/+0 until end of turn. {1}{W}: Leonardo gains first strike until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Token Land

```
{T}: Add {C}.
{1}: This token becomes a 2/2
creature with all creature types
until end of turn. It's still a
land.
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Token Land

```
{T}: Add {C}.
{1}: This token becomes a 2/2
creature with all creature types
until end of turn. It's still a
land.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creature -- Dinosaur Ninja

This creature can't be blocked by creatures with greater power.

{1}{W}, {T}: Return another target creature you control to its owner's hand. Activate only during your turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creature -- Dinosaur Ninja

This creature can't be blocked by creatures with greater power.

{1}{W}, {T}: Return another target creature you control to its owner's hand. Activate only during your turn.

1/2

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W

Creature -- Dinosaur Ninja

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{1}{W}, {T}: Return another target creature you control to its owner's hand. Activate only during your turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creature -- Dinosaur Ninja

This creature can't be blocked by creatures with greater power.

{1}{W}, {T}: Return another target creature you control to its owner's hand. Activate only during your turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raffine's Tower

Land -- Plains Island Swamp

({T}: Add {W}, {U}, or {B}.)
 This land enters tapped.
 Cycling {3} ({3}, Discard this card:
 Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raffine's Tower Land -- Plains Island Swamp ({T}: Add {W}, {U}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)	Shredder's Technique (2)(B) Sorcery Sneak {B} (You may cast this spell for {B} if you also return an unblocked attacker you control to hand during the declare blockers step.) Destroy target creature or enchantment. If an enchantment was destroyed this way, you lose 2 life.	Silver-Fur Master (U)(B) Creature -- Rat Ninja Ninjutsu {U}{B} ({U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Ninjutsu abilities you activate cost {1} less to activate. Other Ninja and Rogue creatures you control get +1/+1.	Silver-Fur Master (U)(B) Creature -- Rat Ninja Ninjutsu {U}{B} ({U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Ninjutsu abilities you activate cost {1} less to activate. Other Ninja and Rogue creatures you control get +1/+1.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Silver-Fur Master (U)(B) Creature -- Rat Ninja Ninjutsu {U}{B} ({U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Ninjutsu abilities you activate cost {1} less to activate. Other Ninja and Rogue creatures you control get +1/+1.	Silver-Fur Master (U)(B) Creature -- Rat Ninja Ninjutsu {U}{B} ({U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Ninjutsu abilities you activate cost {1} less to activate. Other Ninja and Rogue creatures you control get +1/+1.	Splinter, Hamato Yoshi (1)(B) Legendary Creature -- Mutant Ninja Rat Sneak {B} (You may cast this spell for {B} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.) Menace (This creature can't be blocked except by two or more creatures.) Other Ninjas you control get +1/+1.	Splinter, Hamato Yoshi (1)(B) Legendary Creature -- Mutant Ninja Rat Sneak {B} (You may cast this spell for {B} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.) Menace (This creature can't be blocked except by two or more creatures.) Other Ninjas you control get +1/+1.
2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Splinter, Hamato Yoshi ①② Legendary Creature -- Mutant Ninja Rat Sneak {B} (You may cast this spell for {B} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.) Menace (This creature can't be blocked except by two or more creatures.) Other Ninjas you control get +1/+1. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Wandering Emperor ②③④ Legendary Planeswalker Flash As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant. [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn. [-1]: Create a 2/2 white Samurai creature token with vigilance. [-2]: Exile target tapped creature. You gain 2 life. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize ⑤ Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Ninjutsu {2}{U}{U} ({2}{U}{U},
Return an unblocked attacker you
control to hand: Put this card onto
the battlefield from your hand
tapped and attacking.)
Flying
When this creature enters from your
hand, if it's attacking, create a
token that's a copy of another
target attacking creature. The token
enters tapped and attacking.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Ninjutsu {2}{U}{U} ({2}{U}{U},
Return an unblocked attacker you
control to hand: Put this card onto
the battlefield from your hand
tapped and attacking.)
Flying
When this creature enters from your
hand, if it's attacking, create a
token that's a copy of another
target attacking creature. The token
enters tapped and attacking.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Sneak {2}{W}{B} (You may cast this spell for {2}{W}{B} if you also return an unblocked attacker you control to hand during the declare blockers step. It enters tapped and attacking.)

When this creature enters, choose target creature an opponent controls. Exile that creature until this creature leaves the battlefield. If this creature's sneak cost was paid, instead exile the chosen creature.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Sneak {2}{W}{B} (You may cast this spell for {2}{W}{B} if you also return an unblocked attacker you control to hand during the declare blockers step. It enters tapped and attacking.)

When this creature enters, choose target creature an opponent controls. Exile that creature until this creature leaves the battlefield. If this creature's sneak cost was paid, instead exile the chosen creature.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Sneak {2}{W}{B} (You may cast this spell for {2}{W}{B} if you also return an unblocked attacker you control to hand during the declare blockers step. It enters tapped and attacking.)

When this creature enters, choose target creature an opponent controls. Exile that creature until this creature leaves the battlefield. If this creature's sneak cost was paid, instead exile the chosen creature.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vanishing Verse W B Instant Exile target monocolored permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Bile Blight B B Instant Target creature and all other creatures with the same name as that creature get -3/-3 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deafening Silence W Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doorkeeper Thrull 1 W Creature -- Thrull Flash Flying Artifacts and creatures entering don't cause abilities to trigger. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dovin's Veto W U Instant This spell can't be countered. Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Duress ⓑ Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost ①Ⓜ Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intimidation Tactics ⓑ Sorcery Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card. Cycling {3} ({3}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kaito Shizuki ①Ⓤⓑ Legendary Planeswalker -- Kaito At the beginning of your end step, if Kaito entered this turn, he phases out. [+1]: Draw a card. Then discard a card unless you attacked this turn. [-2]: Create a 1/1 blue Ninja creature token with "This token can't be blocked." [-7]: You get an emblem with "Whenever a creature you control deals combat damage to a player, search your library for a blue or black creature card, put it onto the battlefield, then shuffle." [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kalitas, Traitor of Ghet ②ⓑⓑ Legendary Creature -- Vampire Warrior Lifelink If a nontoken creature an opponent controls would die, instead exile that card and create a 2/2 black Zombie creature token. {2}{B}, Sacrifice another Vampire or Zombie: Put two +1/+1 counters on Kalitas. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	No More Lies ⓂⓊ 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	Requisition Raid Ⓜ Sorcery Spree (Choose one or more additional costs.) + {1} -- Destroy target artifact. + {1} -- Destroy target enchantment. + {1} -- Put a +1/+1 counter on each creature target player controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rest in Peace ①Ⓜ 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 1 W 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 1 W 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	Unmoored Ego 1 U B Sorcery Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	