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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	Island Basic Land -- Island ({T}): Add {U} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}): Add {U} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}): Add {U} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Kaito, Dancing Shadow 2UB Legendary Planeswalker -- Kaito Whenever one or more creatures you control deal combat damage to a player, you may return one of them to its owner's hand. If you do, you may activate loyalty abilities of Kaito twice this turn rather than only once. [+1]: Up to one target creature can't attack or block until your next turn. [0]: Draw a card. [-2]: Create a 2/2 colorless Drone artifact creature token with deathtouch and "When this token leaves the battlefield, each opponent loses 2 life and you gain 2 life." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kaito, Dancing Shadow 2UB Legendary Planeswalker -- Kaito Whenever one or more creatures you control deal combat damage to a player, you may return one of them to its owner's hand. If you do, you may activate loyalty abilities of Kaito twice this turn rather than only once. [+1]: Up to one target creature can't attack or block until your next turn. [0]: Draw a card. [-2]: Create a 2/2 colorless Drone artifact creature token with deathtouch and "When this token leaves the battlefield, each opponent loses 2 life and you gain 2 life." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kaito, Dancing Shadow 2UB Legendary Planeswalker -- Kaito Whenever one or more creatures you control deal combat damage to a player, you may return one of them to its owner's hand. If you do, you may activate loyalty abilities of Kaito twice this turn rather than only once. [+1]: Up to one target creature can't attack or block until your next turn. [0]: Draw a card. [-2]: Create a 2/2 colorless Drone artifact creature token with deathtouch and "When this token leaves the battlefield, each opponent loses 2 life and you gain 2 life." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kaito Shizuki 1UB 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." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ② ③

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if Kaito entered this turn, he
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[-2]: Create a 1/1 blue Ninja
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[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."
```

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)

Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)

Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)

Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Ninjutsu {3}{B} ({3}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)

Whenever Nashi deals combat damage to a player, exile the top card of each player's library. Until end of turn, you may play one of those cards. If you cast a spell this way, pay life equal to its mana value rather than paying its mana cost.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Ninjutsu {3}{B} ({3}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)

Whenever Nashi deals combat damage to a player, exile the top card of each player's library. Until end of turn, you may play one of those cards. If you cast a spell this way, pay life equal to its mana value rather than paying its mana cost.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

{T}: Add {U}.
Channel -- {3}{U}, Discard this
card: Return target artifact,
creature, enchantment, or
planeswalker to its owner's hand.
This ability costs {1} less to
activate for each legendary creature
you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

{T}: Add {U}.
Channel -- {3}{U}, Discard this
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planeswalker to its owner's hand.
This ability costs {1} less to
activate for each legendary creature
you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prosperous Thief 2 U Creature -- Human Ninja Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever one or more Ninja or Rogue creatures you control deal combat damage to a player, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prosperous Thief 2 U Creature -- Human Ninja Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever one or more Ninja or Rogue creatures you control deal combat damage to a player, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prosperous Thief 2 U Creature -- Human Ninja Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever one or more Ninja or Rogue creatures you control deal combat damage to a player, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Reef Land This land enters tapped. {T}: Add {U} or {B}. {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. Whenever this land attacks, target player mills four cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Restless Reef Land This land enters tapped. {T}: Add {U} or {B}. {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. Whenever this land attacks, target player mills four cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Satoru, the Infiltrator U B Legendary Creature -- Human Ninja Rogue Menace Whenever Satoru and/or one or more other nontoken creatures you control enter, if none of them were cast or no mana was spent to cast them, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Satoru, the Infiltrator U B Legendary Creature -- Human Ninja Rogue Menace Whenever Satoru and/or one or more other nontoken creatures you control enter, if none of them were cast or no mana was spent to cast them, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Satoru, the Infiltrator U B Legendary Creature -- Human Ninja Rogue Menace Whenever Satoru and/or one or more other nontoken creatures you control enter, if none of them were cast or no mana was spent to cast them, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secluded Courtyard 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 or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Courtyard 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 or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Courtyard 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 or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Courtyard 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 or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shipwreck Marsh Land This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shipwreck Marsh Land This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shipwreck Marsh Land This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shipwreck Marsh Land This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 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. 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. 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Stalactite Stalker B Creature -- Goblin Rogue Menace At the beginning of your end step, if you descended this turn, put a +1/+1 counter on this creature. (You descended if a permanent card was put into your graveyard from anywhere.) {2}{B}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stalactite Stalker B Creature -- Goblin Rogue Menace At the beginning of your end step, if you descended this turn, put a +1/+1 counter on this creature. (You descended if a permanent card was put into your graveyard from anywhere.) {2}{B}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stalactite Stalker B Creature -- Goblin Rogue Menace At the beginning of your end step, if you descended this turn, put a +1/+1 counter on this creature. (You descended if a permanent card was put into your graveyard from anywhere.) {2}{B}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stalactite Stalker B Creature -- Goblin Rogue Menace At the beginning of your end step, if you descended this turn, put a +1/+1 counter on this creature. (You descended if a permanent card was put into your graveyard from anywhere.) {2}{B}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Takenuma, Abandoned Mire

Legendary Land

{T}: Add {B}.
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Takenuma, Abandoned Mire

Legendary Land

{T}: Add {B}.
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thousand-Faced Shadow (U)

Creature -- Human Ninja

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

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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

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

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 7/10 - 8 cards - 2.5 x 3.5 in each

Three Steps Ahead U Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Three Steps Ahead U Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virtue of Persistence 5BB Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. -----ADVENTURE----- Lothwain Scorn 1B Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virtue of Persistence 5BB Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. -----ADVENTURE----- Lothwain Scorn 1B Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bitter Chill 1U Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step. When this Aura is put into a graveyard from the battlefield, you may pay {1}. If you do, scry 1, then draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bitter Chill 1U Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step. When this Aura is put into a graveyard from the battlefield, you may pay {1}. If you do, scry 1, then draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bitter Chill 1U Enchantment -- Aura Enchant creature When this Aura enters, tap enchanted creature. Enchanted creature doesn't untap during its controller's untap step. When this Aura is put into a graveyard from the battlefield, you may pay {1}. If you do, scry 1, then draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Defabricate 1U Instant Choose one -- * Counter target artifact or enchantment spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. * Counter target activated or triggered ability. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Defabricate ①①U Instant Choose one -- * Counter target artifact or enchantment spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. * Counter target activated or triggered ability. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path of Peril ①B B Sorcery Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less]. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path of Peril ①B B Sorcery Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less]. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pithing Needle ① Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pithing Needle ① Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pithing Needle ① Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern ① Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern ① Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Filigree Sylex② Legendary Artifact { T } : Put an oil counter on The Filigree Sylex. { T }, Sacrifice The Filigree Sylex: Destroy each nonland permanent with mana value equal to the number of oil counters on The Filigree Sylex. { T }, Remove ten oil counters from among permanents you control and sacrifice The Filigree Sylex: It deals 10 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Filigree Sylex② Legendary Artifact { T } : Put an oil counter on The Filigree Sylex. { T }, Sacrifice The Filigree Sylex: Destroy each nonland permanent with mana value equal to the number of oil counters on The Filigree Sylex. { T }, Remove ten oil counters from among permanents you control and sacrifice The Filigree Sylex: It deals 10 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Three Steps AheadⓀ Instant Spree (Choose one or more additional costs.) + { 1 } { U } -- Counter target spell. + { 3 } -- Create a token that's a copy of target artifact or creature you control. + { 2 } -- Draw two cards, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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