

Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

Concealed Courtyard

Land

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Darkslick Shores

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Entity Tracker (2)(U)

Creature - - Human Scout

Flash
Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card.

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Fear of Isolation 1U 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 PLAYbotbox.dev	Fear of Isolation 1U 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 PLAYbotbox.dev	Fear of Isolation 1U 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 PLAYbotbox.dev	Go for the Throat 1B Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Grim Bauble B Artifact 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

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Nowhere to Run 1B 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 PLAYbotbox.dev	Nowhere to Run 1B 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 PLAYbotbox.dev	Nowhere to Run 1B 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 PLAYbotbox.dev	Nowhere to Run 1B 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 PLAYbotbox.dev

Nurturing Pixie Ⓢ Creature -- Faerie Rogue 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 PLAYbotbox.dev	Nurturing Pixie Ⓢ Creature -- Faerie Rogue 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 PLAYbotbox.dev	Nurturing Pixie Ⓢ Creature -- Faerie Rogue 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 PLAYbotbox.dev	Nurturing Pixie Ⓢ Creature -- Faerie Rogue 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 PLAYbotbox.dev
Overlord of the Balemurk ③ⒷⒷ Enchantment Creature -- Avatar Horror 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.) 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. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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	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

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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

Sunpearl Kirin 1W Creature -- Kirin 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 PLAYbotbox.dev	Sunpearl Kirin 1W Creature -- Kirin 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 PLAYbotbox.dev	Sunpearl Kirin 1W Creature -- Kirin 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 PLAYbotbox.dev	Sunpearl Kirin 1W Creature -- Kirin 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 PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	This Town Ain't Big Enough 4U 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 4U 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 4U 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

①

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

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①

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

ⓑ

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U B

Ninjatsu {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.

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Vigilance
When Loran enters, destroy up to one target artifact or enchantment.
{T}: You and target opponent each draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U

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.

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W U

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temporary Lockdown 1W W 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	Temporary Lockdown 1W W 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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