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| <div><div><div><div><div><div></div><div><b>Bounce Off</b></div><div><div>U</div></div></div></div><div><div>Instant</div><div>Return target creature or Vehicle to its owner's hand.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                         | <div><div><div><div><div></div><div><b>Breeding Pool</b></div><div></div></div></div><div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                          | <div><div><div><div><div></div><div><b>Breeding Pool</b></div><div></div></div></div><div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                          | <div><div><div><div><div></div><div><b>Breeding Pool</b></div><div></div></div></div><div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                          |
| <div><div><div><div><div></div><div><b>Breeding Pool</b></div><div></div></div></div><div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div><div><div></div><div><b>Cavern of Souls</b></div><div></div></div></div><div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div><div><div></div><div><b>Cavern of Souls</b></div><div></div></div></div><div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div><div><div></div><div><b>Cavern of Souls</b></div><div></div></div></div><div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          | <div><div>Consult the Star Charts 1U</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consult the Star Charts 1U</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consult the Star Charts 1U</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Dispelling Exhale 1U</div><div>Instant</div><div>As an additional cost to cast this spell, you may behold a Dragon. (You may choose a Dragon you control or reveal a Dragon card from your hand.)<br/>Counter target spell unless its controller pays {2}. If a Dragon was beheld, counter that spell unless its controller pays {4} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dispelling Exhale 1U</div><div>Instant</div><div>As an additional cost to cast this spell, you may behold a Dragon. (You may choose a Dragon you control or reveal a Dragon card from your hand.)<br/>Counter target spell unless its controller pays {2}. If a Dragon was beheld, counter that spell unless its controller pays {4} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          | <div><div>Dispelling Exhale 1U</div><div>Instant</div><div>As an additional cost to cast this spell, you may behold a Dragon. (You may choose a Dragon you control or reveal a Dragon card from your hand.)<br/>Counter target spell unless its controller pays {2}. If a Dragon was beheld, counter that spell unless its controller pays {4} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          | <div><div>Evendo, Waking Haven</div><div>Land -- Planet</div><div>This land enters tapped.<br/>{T}: Add {G}.<br/>Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)<br/>12+   {G}, {T}: Add {G} for each creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        |

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| <div> <b>Formidable Speaker</b> <div>26</div> </div> <div> Creature -- Elf Druid </div> <div> <p>When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.<br/>{1}, {T}: Untap another target permanent.</p> </div> <div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Formidable Speaker</b> <div>26</div> </div> <div> Creature -- Elf Druid </div> <div> <p>When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.<br/>{1}, {T}: Untap another target permanent.</p> </div> <div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Into the Flood Maw</b> <div>U</div> </div> <div> Instant </div> <div> <p>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br/>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Island</b> </div> <div> Basic Land -- Island </div> <div> <p>({T}: Add {U}.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                             |

Playtest cards - Hairu3 - Standard (???????#3)

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 3/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                            | <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                            | <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                            | <div><div>Kona, Rescue Beastie 36</div><div>Legendary Creature -- Beast Survivor</div><div>Survival -- At the beginning of your second main phase, if Kona is tapped, you may put a permanent card from your hand onto the battlefield.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              |
| <div><div>Kona, Rescue Beastie 36</div><div>Legendary Creature -- Beast Survivor</div><div>Survival -- At the beginning of your second main phase, if Kona is tapped, you may put a permanent card from your hand onto the battlefield.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kona, Rescue Beastie 36</div><div>Legendary Creature -- Beast Survivor</div><div>Survival -- At the beginning of your second main phase, if Kona is tapped, you may put a permanent card from your hand onto the battlefield.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kona, Rescue Beastie 36</div><div>Legendary Creature -- Beast Survivor</div><div>Survival -- At the beginning of your second main phase, if Kona is tapped, you may put a permanent card from your hand onto the battlefield.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lost in the Maze XU</div><div>Enchantment</div><div>Flash</div><div>When this enchantment enters, tap X target creatures. Put a stun counter on each of those creatures you don't control. (If a permanent with a stun counter would become untapped, remove one from it instead.)</div><div>Tapped creatures you control have hexproof.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Lost in the Maze</b> <span>(X)(U)(U)</span> </div> <div>           Enchantment         </div> <div>           Flash<br/>           When this enchantment enters, tap X target creatures. Put a stun counter on each of those creatures you don't control. (If a permanent with a stun counter would become untapped, remove one from it instead.)<br/>           Tapped creatures you control have hexproof.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                      | <div> <b>Lost in the Maze</b> <span>(X)(U)(U)</span> </div> <div>           Enchantment         </div> <div>           Flash<br/>           When this enchantment enters, tap X target creatures. Put a stun counter on each of those creatures you don't control. (If a permanent with a stun counter would become untapped, remove one from it instead.)<br/>           Tapped creatures you control have hexproof.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                      | <div> <b>Lost in the Maze</b> <span>(X)(U)(U)</span> </div> <div>           Enchantment         </div> <div>           Flash<br/>           When this enchantment enters, tap X target creatures. Put a stun counter on each of those creatures you don't control. (If a permanent with a stun counter would become untapped, remove one from it instead.)<br/>           Tapped creatures you control have hexproof.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                      | <div> <b>Marang River Regent</b> <span>(4)(U)(U)</span> </div> <div>           Creature -- Dragon         </div> <div>           Flying<br/>           When this creature enters, return up to two other target nonland permanents to their owners' hands.         </div> <div> <div>6/7</div> <div>           - - - ADVENTURE - - -         </div> <div> <b>Coil and Catch</b> <span>(3)(U)</span> </div> <div>           Instant -- Omen         </div> <div>           Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
| <div> <b>Marang River Regent</b> <span>(4)(U)(U)</span> </div> <div>           Creature -- Dragon         </div> <div>           Flying<br/>           When this creature enters, return up to two other target nonland permanents to their owners' hands.         </div> <div> <div>6/7</div> <div>           - - - ADVENTURE - - -         </div> <div> <b>Coil and Catch</b> <span>(3)(U)</span> </div> <div>           Instant -- Omen         </div> <div>           Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Marang River Regent</b> <span>(4)(U)(U)</span> </div> <div>           Creature -- Dragon         </div> <div>           Flying<br/>           When this creature enters, return up to two other target nonland permanents to their owners' hands.         </div> <div> <div>6/7</div> <div>           - - - ADVENTURE - - -         </div> <div> <b>Coil and Catch</b> <span>(3)(U)</span> </div> <div>           Instant -- Omen         </div> <div>           Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Marang River Regent</b> <span>(4)(U)(U)</span> </div> <div>           Creature -- Dragon         </div> <div>           Flying<br/>           When this creature enters, return up to two other target nonland permanents to their owners' hands.         </div> <div> <div>6/7</div> <div>           - - - ADVENTURE - - -         </div> <div> <b>Coil and Catch</b> <span>(3)(U)</span> </div> <div>           Instant -- Omen         </div> <div>           Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Omniscience</b> <span>(7)(U)(U)(U)</span> </div> <div>           Enchantment         </div> <div>           You may cast spells from your hand without paying their mana costs.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                   |

Playtest cards - Hairu3 - Standard (???????#3)

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

7 U U U

You may cast spells from your hand without paying their mana costs.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

7 U U U

You may cast spells from your hand without paying their mana costs.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

7 U U U

You may cast spells from your hand without paying their mana costs.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

When this enchantment enters, draw two cards, then discard a card.  
When a Dragon you control enters, return this enchantment to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

When this enchantment enters, draw two cards, then discard a card.  
When a Dragon you control enters, return this enchantment to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell  
unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target spell with mana value 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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.

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| <div><div>Stock Up</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div>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.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                        | <div><div>Stock Up</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div>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.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                        | <div><div>Terror of the Peaks</div><div><div>3</div><div>R</div><div>R</div></div></div> <div>Creature -- Dragon</div> <div>Flying<br/>Spells your opponents cast that target this creature cost an additional 3 life to cast.<br/>Whenever another creature you control enters, this creature deals damage equal to that creature's power to any target.</div> <div><div>5/4</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Uthros, Titanic Godcore</div></div> <div>Land -- Planet</div> <div>This land enters tapped.<br/>{T}: Add {U}.<br/>Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)<br/>12+   {U}, {T}: Add {U} for each artifact you control.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Uthros, Titanic Godcore</div></div> <div>Land -- Planet</div> <div>This land enters tapped.<br/>{T}: Add {U}.<br/>Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)<br/>12+   {U}, {T}: Add {U} for each artifact you control.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Uthros, Titanic Godcore</div></div> <div>Land -- Planet</div> <div>This land enters tapped.<br/>{T}: Add {U}.<br/>Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)<br/>12+   {U}, {T}: Add {U} for each artifact you control.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Uthros, Titanic Godcore</div></div> <div>Land -- Planet</div> <div>This land enters tapped.<br/>{T}: Add {U}.<br/>Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)<br/>12+   {U}, {T}: Add {U} for each artifact you control.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                | <div><div>Willowrush Verge</div></div> <div>Land</div> <div>{T}: Add {U}.<br/>{T}: Add {G}. Activate only if you control a Forest or an Island.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                      |

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| <div>Willowrush Verge</div> <div>Land</div> <div>{T}: Add {U}.<br/>{T}: Add {G}. Activate only if you control a Forest or an Island.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                              | <div>Willowrush Verge</div> <div>Land</div> <div>{T}: Add {U}.<br/>{T}: Add {G}. Activate only if you control a Forest or an Island.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Willowrush Verge</div> <div>Land</div> <div>{T}: Add {U}.<br/>{T}: Add {G}. Activate only if you control a Forest or an Island.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                            | <div>Wistfulness <div>36/U6/U</div></div> <div>Creature -- Elemental Incarnation</div> <div>When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.<br/>When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.<br/>Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Absolute Virtue <div>6WU</div></div> <div>Legendary Creature -- Avatar Warrior</div> <div>This spell can't be countered.<br/>Flying<br/>You have protection from each of your opponents. (You can't be dealt damage, enchanted, or targeted by anything controlled by your opponents.)</div> <div>[sideboard]</div> <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Annul <div>U</div></div> <div>Instant</div> <div>Counter target artifact or enchantment spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>           | <div>Cease <div>16/U</div></div> <div>Instant</div> <div>Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.</div> <div>[sideboard]</div> <div>----- RIGHT HALF -----</div> <div>Desist <div>46/U6/U</div></div> <div>Sorcery</div> <div>Destroy all artifacts and enchantments.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Clarion Conqueror <div>2W</div></div> <div>Creature -- Dragon</div> <div>Flying<br/>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                  |



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| <div> <b>Disdainful Stroke</b> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target spell with mana value 4 or greater.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | <div> <b>Essence Scatter</b> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target creature spell.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                        | <div> <b>Ghost Vacuum</b> <div> <div>1</div> </div> </div> <div>Artifact</div> <div>{T}: Exile target card from a graveyard.</div> <div>{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.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Into the Flood Maw</b> <div> <div>U</div> </div> </div> <div>Instant</div> <div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)</div> <div>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Oko, Lorwyn Liege</b> <div> <div>2</div> <div>U</div> </div> </div> <div>Legendary Planeswalker -- Oko</div> <div>At the beginning of your first main phase, you may pay {G}. If you do, transform Oko.</div> <div>[+2]: Up to one target creature gains all creature types. (This effect doesn't end.)</div> <div>[+1]: Target creature gets -2/-0 until your next turn.</div> <div>[sideboard]</div> <div> <div>L</div> <div>3</div> </div> <div>----- BACK FACE -----</div> <div> <b>Oko, Shadowmoor Scion</b> </div> <div>Legendary Planeswalker -- Oko</div> <div>At the beginning of your first main phase, you may pay {U}. If you do, transform Oko.</div> <div>[-1]: Mill three cards. You may put a permanent card from among them into your hand.</div> <div>[-3]: Create two 3/3 green Elk creature tokens.</div> <div>[-6]: Choose a creature type. You get an emblem with "Creatures you control of the chosen type get +3/+3 and have vigilance and hexproof."</div> <div> <div>L</div> <div>3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Pawpatch Formation</b> <div> <div>1</div> <div>G</div> </div> </div> <div>Instant</div> <div>Choose one --</div> <div>* Destroy target creature with flying.</div> <div>* Destroy target enchantment.</div> <div>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Soul-Guide Lantern</b> <div> <div>1</div> </div> </div> <div>Artifact</div> <div>When this artifact enters, exile target card from a graveyard.</div> <div>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</div> <div>{1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                             | <div> <b>Spell Pierce</b> <div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target noncreature spell unless its controller pays {2}.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                     |

Playtest cards - Hairu3 - Standard (???????#3)

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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div> <b>Spell Snare</b> <span>U</span> </div> <div> Instant <p>Counter target spell with mana value 2.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> <b>Unable to Scream</b> <span>U</span> </div> <div> Enchantment -- Aura <p>Enchant creature</p> <p>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.</p> <p>As long as enchanted creature is face down, it can't be turned face up.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> <b>Wistfulness</b> <span>3</span><span>6/U</span><span>6/U</span> </div> <div> Creature -- Elemental Incarnation <p>When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.</p> <p>When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.</p> <p>Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> <p>[sideboard]</p> <div>6/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |
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