

Aang, Swift Savior 1 W U Flash Flying When Aang enters, airbend up to one other target creature or spell. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Waterbend {8}: Transform Aang. 2/3 --- BACK FACE --- Aang and La, Ocean's Fury Flash Flying When Aang enters, airbend up to one other target creature or spell. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Waterbend {8}: Transform Aang. 5/5 --- BACK FACE --- PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aang, Swift Savior 1 W U Flash Flying When Aang enters, airbend up to one other target creature or spell. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Waterbend {8}: Transform Aang. 2/3 --- BACK FACE --- Aang and La, Ocean's Fury Flash Flying When Aang enters, airbend up to one other target creature or spell. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Waterbend {8}: Transform Aang. 5/5 --- BACK FACE --- PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aang, Swift Savior 1 W U Flash Flying When Aang enters, airbend up to one other target creature or spell. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Waterbend {8}: Transform Aang. 2/3 --- BACK FACE --- Aang and La, Ocean's Fury Flash Flying When Aang enters, airbend up to one other target creature or spell. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Waterbend {8}: Transform Aang. 5/5 --- BACK FACE --- PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arachne, Psionic Weaver 2 W Flash Flying When Aang enters, airbend up to one other target creature or spell. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) Waterbend {8}: Transform Aang. 3/3 --- BACK FACE --- PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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	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	Cecil, Dark Knight B Legendary Creature -- Human Knight Deathtouch Darkness -- Whenever Cecil deals damage, you lose that much life. Then if your life total is less than or equal to half your starting life total, untap Cecil and transform it. 2/3 --- BACK FACE --- Cecil, Redeemed Paladin Legendary Creature -- Human Knight Lifelink Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cecil, Dark Knight B Legendary Creature -- Human Knight Deathtouch Darkness -- Whenever Cecil deals damage, you lose that much life. Then if your life total is less than or equal to half your starting life total, untap Cecil and transform it. 2/3 --- BACK FACE --- Cecil, Redeemed Paladin Legendary Creature -- Human Knight Lifelink Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cecil, Dark Knight B Legendary Creature -- Human Knight Deathtouch Darkness -- Whenever Cecil deals damage, you lose that much life. Then if your life total is less than or equal to half your starting life total, untap Cecil and transform it. 2/3 --- BACK FACE --- Cecil, Redeemed Paladin Legendary Creature -- Human Knight Lifelink Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cecil, Dark Knight B Legendary Creature -- Human Knight Deathtouch Darkness -- Whenever Cecil deals damage, you lose that much life. Then if your life total is less than or equal to half your starting life total, untap Cecil and transform it. 2/3 --- BACK FACE --- Cecil, Redeemed Paladin Legendary Creature -- Human Knight Lifelink Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Celestial Reunion XG Sorcery As an additional cost to cast this spell, you may choose a creature type and behold two creatures of that type. Search your library for a creature card with mana value X or less, reveal it, put it into your hand, then shuffle. If this spell's additional cost was paid and the revealed card is the chosen type, put that card onto the battlefield instead of putting it into your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Celestial Reunion (X)(G) Sorcery As an additional cost to cast this spell, you may choose a creature type and behold two creatures of that type. Search your library for a creature card with mana value X or less, reveal it, put it into your hand, then shuffle. If this spell's additional cost was paid and the revealed card is the chosen type, put that card onto the battlefield instead of putting it into your hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cloak and Dagger, Entwined (1)(W)(B) Legendary Creature -- Human Hero Deathtouch, lifelink When Cloak and Dagger enter, choose target opponent and up to one target creature they control. They reveal their hand. You may exile a nonland card from their hand or the chosen creature until Cloak and Dagger leave the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cloak and Dagger, Entwined (1)(W)(B) Legendary Creature -- Human Hero Deathtouch, lifelink When Cloak and Dagger enter, choose target opponent and up to one target creature they control. They reveal their hand. You may exile a nonland card from their hand or the chosen creature until Cloak and Dagger leave the battlefield. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elektra, Daughter of the Hand (2)(B)(B) Legendary Creature -- Human Ninja Villain Sneak {1}{B}{B} (You may cast this spell for {1}{B}{B} if you also return an unblocked attacker you control to hand during the declare blockers step. She enters tapped and attacking.) When Elektra enters, destroy target creature an opponent controls with power 3 or less. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Honest Rutstein Legendary Creature -- Human Warlock When Honest Rutstein enters, return target creature card from your graveyard to your hand. Creature spells you cast cost {1} less to cast. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jennifer Walters Legendary Creature -- Human Advisor Hero Your opponents can't cast spells during your turn. {3}{G}{W}{W}: Transform Jennifer Walters. Activate only as a sorcery. 2/3 BACK FACE The Sensational She-Hulk Legendary Creature -- Gamma Hero Reach, trample Your opponents can't cast spells during your turn. Whenever a creature you control is dealt damage, you may have The Sensational She-Hulk deal that much damage to any target. Do this only once each turn. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jennifer Walters Legendary Creature -- Human Advisor Hero Your opponents can't cast spells during your turn. {3}{G}{W}{W}: Transform Jennifer Walters. Activate only as a sorcery. 2/3 BACK FACE The Sensational She-Hulk Legendary Creature -- Gamma Hero Reach, trample Your opponents can't cast spells during your turn. Whenever a creature you control is dealt damage, you may have The Sensational She-Hulk deal that much damage to any target. Do this only once each turn. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Key to the Side-Door Artifact {2}, {T}: Target creature can't be blocked this turn. {1}, {T}, Discard a legendary card with the same name as a legendary permanent you control: Draw two cards. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Key to the Side-Door Artifact {2}, {T}: Target creature can't be blocked this turn. {1}, {T}, Discard a legendary card with the same name as a legendary permanent you control: Draw two cards. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	King T'Challa Legendary Creature -- Human Noble Hero Flash Whenever a player draws their second card each turn, you draw a card. {4}{W}{U}: Transform King T'Challa. Activate only as a sorcery. 3/2 BACK FACE Black Panther, Hope Enduring Legendary Creature -- Human Warrior Hero Flash Double strike Prevent all damage that would be dealt to Black Panther. Whenever Black Panther deals combat damage to a player, draw a card. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning, Army of One Legendary Creature -- Human Soldier First strike, trample, lifelink Stagger -- Whenever Lightning deals combat damage to a player, until your next turn, if a source would deal damage to that player or a permanent that player controls, it deals double that damage instead. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Card

OTHER FACE

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Legendary Creature -- Human Ninja

Sneak {1}{B} (You may cast this spell for {1}{B} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.) Whenever Oroku Saki deals combat damage to a player, you draw a card and lose 1 life.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Land - - Swamp Forest

($\{T\}$: Add $\{B\}$ or $\{G\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

Land -- Swamp Forest

((T): Add {B} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 PLAY botbox.dev

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.

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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 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. 2/2 Crystallized Serah Legendary Artifact The first legendary creature spell you cast each turn costs {2} less to cast. Legendary creatures you control get +2/+2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serah Farron 1 G W Legendary Creature -- Human Citizen The first legendary creature spell you cast each turn costs {2} less to cast. At the beginning of combat on your turn, if you control two or more other legendary creatures, you may transform Serah Farron. 2/2 Crystallized Serah Legendary Artifact The first legendary creature spell you cast each turn costs {2} less to cast. Legendary creatures you control get +2/+2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serah Farron 1 G W Legendary Creature -- Human Citizen The first legendary creature spell you cast each turn costs {2} less to cast. At the beginning of combat on your turn, if you control two or more other legendary creatures, you may transform Serah Farron. 2/2 Crystallized Serah Legendary Artifact The first legendary creature spell you cast each turn costs {2} less to cast. Legendary creatures you control get +2/+2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectacular Spider-Man 1 W Legendary Creature -- Spider Human Hero Flash {1}: Spectacular Spider-Man gains flying until end of turn. {1}, Sacrifice Spectacular Spider-Man: Creatures you control gain hexproof and indestructible until end of turn. 3/2 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 PLAY botbox.dev
Spectacular Spider-Man 1 W Legendary Creature -- Spider Human Hero Flash {1}: Spectacular Spider-Man gains flying until end of turn. {1}, Sacrifice Spectacular Spider-Man: Creatures you control gain hexproof and indestructible until end of turn. 3/2 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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Super-Adaptoid ② Legendary Artifact Creature -- Robot Villain Super-Adaptoid's power is equal to the number of legendary creatures you control. Whenever Super-Adaptoid enters or attacks, choose another target creature. If that creature has haste and Super-Adaptoid doesn't, put a haste counter on Super-Adaptoid. Do the same for flying, first strike, double strike, deathtouch, indestructible, lifelink, menace, reach, trample, and vigilance. * / 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple Garden Land -- Forest Plains ({T}): Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple Garden Land -- Forest Plains ({T}): Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Temple Garden Land -- Forest Plains ({T}): Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Queen of Dale ① ④ Legendary Creature -- Human Noble Whenever an opponent casts their first noncreature spell each turn, you recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.) 2 / 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Queen of Dale ① ④ Legendary Creature -- Human Noble Whenever an opponent casts their first noncreature spell each turn, you recruit. (Draw a card, then discard a card. If you discarded a nonland card, create a 1/1 white Human Soldier creature token.) 2 / 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Wondrous Wasp ① ④ Legendary Creature -- Human Hero Flash Flying Wasp's Sting -- When The Wondrous Wasp enters, tap up to one target creature. It loses all abilities for as long as The Wondrous Wasp remains on the battlefield. 2 / 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Wondrous Wasp 1 U Legendary Creature -- Human Hero Flash Flying Wasp's Sting -- When The Wondrous Wasp enters, tap up to one target creature. It loses all abilities for as long as The Wondrous Wasp remains on the battlefield. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Wondrous Wasp 1 U Legendary Creature -- Human Hero Flash Flying Wasp's Sting -- When The Wondrous Wasp enters, tap up to one target creature. It loses all abilities for as long as The Wondrous Wasp remains on the battlefield. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zack Fair W Legendary Creature -- Human Soldier Zack Fair enters with a +1/+1 counter on it. {1}, Sacrifice Zack Fair: Target creature you control gains indestructible until end of turn. Put Zack Fair's counters on that creature and attach an Equipment that was attached to Zack Fair to that creature. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zack Fair W Legendary Creature -- Human Soldier Zack Fair enters with a +1/+1 counter on it. {1}, Sacrifice Zack Fair: Target creature you control gains indestructible until end of turn. Put Zack Fair's counters on that creature and attach an Equipment that was attached to Zack Fair to that creature. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Chomping Changeling 2 G Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, destroy up to one target artifact or enchantment. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Vacuum 1 Artifact {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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mai, Scornful Striker 1 B Legendary Creature -- Human Noble Ally First strike Whenever a player casts a noncreature spell, they lose 2 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mai, Scornful Striker 1 B Legendary Creature -- Human Noble Ally First strike Whenever a player casts a noncreature spell, they lose 2 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Punishing Punch ②⑥ Instant This spell costs {2} less to cast if there are two or more creature cards in your graveyard. Target creature you control deals damage equal to twice its power to target creature an opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Punishing Punch ②⑥ Instant This spell costs {2} less to cast if there are two or more creature cards in your graveyard. Target creature you control deals damage equal to twice its power to target creature an opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rest in Peace ①W 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 ①W 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
Sephiroth, Planet's Heir ④UB Legendary Creature -- Human Avatar Soldier Vigilance (Attacking doesn't cause this creature to tap.) When Sephiroth enters, creatures your opponents control get -2/-2 until end of turn. Whenever a creature an opponent controls dies, put a +1/+1 counter on Sephiroth. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 4/4	Sheltered by Ghosts ①W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Sentry, Golden Guardian ③W Legendary Creature -- Human Hero Flying, vigilance, indestructible When The Sentry enters, target opponent creates The Void, a legendary 5/5 black Horror Villain creature token with flying, indestructible, and "The Void attacks each combat if able." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 5/5	Torpor Orb ② Artifact Creatures entering don't cause abilities to trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torpor Orb 2 Artifact Creatures entering don't cause abilities to trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winnowing 4WW Sorcery Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) For each player, you choose a creature that player controls. Then each player sacrifices all other creatures they control that don't share a creature type with the chosen creature they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winnowing 4WW Sorcery Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) For each player, you choose a creature that player controls. Then each player sacrifices all other creatures they control that don't share a creature type with the chosen creature they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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