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| <div>Ashling, Rekindled</div> <div>Card</div> <div></div> <div>----- OTHER FACE -----</div> <div>Ashling, Rekindled</div> <div>Card</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                              | <div>Ashling, Rekindled</div> <div>Card</div> <div></div> <div>----- OTHER FACE -----</div> <div>Ashling, Rekindled</div> <div>Card</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                             | <div>Ashling, Rekindled</div> <div>Card</div> <div></div> <div>----- OTHER FACE -----</div> <div>Ashling, Rekindled</div> <div>Card</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                             | <div>Ashling, Rekindled</div> <div>Card</div> <div></div> <div>----- OTHER FACE -----</div> <div>Ashling, Rekindled</div> <div>Card</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                             |
| <div>Burst Lightning</div> <div>Instant</div> <div>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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> |

## 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.

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## Land

This land enters tapped unless you control two or more other lands.  
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped unless you control two or more other lands.  
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Druid

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.

**{1}, {T}: Untap another target permanent.**

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Druid

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.

{1}, {T}: Untap another target permanent.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Druid

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.

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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Druid

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.

{1}, {T}: Untap another target permanent.

2/4

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| <div> <b>Ill-Timed Explosion</b> <span>2</span><span>U</span><span>R</span> </div> <div>Sorcery</div> <div> <p>Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                               | <div> <b>Into the Flood Maw</b> <span>U</span> </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.) 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>                                                                                                                                                                                                                                                                                                                                                 | <div> <b>Jennifer Walters</b> <span>1</span><span>W</span> </div> <div>Legendary Creature -- Human Advisor Hero</div> <div> <p>Your opponents can't cast spells during your turn.<br/>{3}{G}{W}{W}: Transform Jennifer Walters. Activate only as a sorcery.</p> </div> <div> <div>2/3</div> <div> <div>BACK FACE</div> </div> </div> <div> <b>The Sensational She-Hulk</b> <span>3</span><span>G</span><span>W</span><span>W</span> </div> <div>Legendary Creature -- Gamma Hero</div> <div> <p>Reach, trample<br/>Your opponents can't cast spells during your turn.<br/>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.</p> </div> <div> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Kavaron, Memorial World</b> </div> <div>Land -- Planet</div> <div> <p>This land enters tapped.<br/>{T}: Add {R}.<br/>Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)<br/>12+   {1}{R}, {T}, Sacrifice a land: Create a 2/2 colorless Robot artifact creature token, then creatures you control get +1/+0 and gain haste until end of turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Kavaron, Memorial World</b> </div> <div>Land -- Planet</div> <div> <p>This land enters tapped.<br/>{T}: Add {R}.<br/>Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)<br/>12+   {1}{R}, {T}, Sacrifice a land: Create a 2/2 colorless Robot artifact creature token, then creatures you control get +1/+0 and gain haste until end of turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>     | <div> <b>Kavaron, Memorial World</b> </div> <div>Land -- Planet</div> <div> <p>This land enters tapped.<br/>{T}: Add {R}.<br/>Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)<br/>12+   {1}{R}, {T}, Sacrifice a land: Create a 2/2 colorless Robot artifact creature token, then creatures you control get +1/+0 and gain haste until end of turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Kavaron, Memorial World</b> </div> <div>Land -- Planet</div> <div> <p>This land enters tapped.<br/>{T}: Add {R}.<br/>Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)<br/>12+   {1}{R}, {T}, Sacrifice a land: Create a 2/2 colorless Robot artifact creature token, then creatures you control get +1/+0 and gain haste until end of turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                              |

**Kona, Rescue Beastie** (3)(G)

Legendary Creature -- Beast Survivor

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.

4/3

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### Multiversal Passage

Land

**Flying**  
When this creature enters, return up to two other target nonland permanents to their owners' hands.

6/7

- - - ADVENTURE - - -

Instant - - Omen

Draw three cards, then discard a card.  
(Then shuffle this card into its  
owner's library.)

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| <div><div>Multiversal Passage</div><div>Land</div><div>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>North Wind Avatar 2UUUR</div><div>Creature -- Dragon Spirit Avatar</div><div>Flying<br/>When this creature enters, if you cast it, you may put a card you own from outside the game into your hand.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>North Wind Avatar 2UUUR</div><div>Creature -- Dragon Spirit Avatar</div><div>Flying<br/>When this creature enters, if you cast it, you may put a card you own from outside the game into your hand.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>North Wind Avatar 2UUUR</div><div>Creature -- Dragon Spirit Avatar</div><div>Flying<br/>When this creature enters, if you cast it, you may put a card you own from outside the game into your hand.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Omniscience 7UUU</div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div>Omniscience 7UUU</div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                | <div><div>Omniscience 7UUU</div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                | <div><div>Omniscience 7UUU</div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                |

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Prismari Charm</div><div><div>U</div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Surveil 2, then draw a card.<br/>* Prismari Charm deals 1 damage to each of one or two targets.<br/>* Return target nonland permanent to its owner's hand.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Spider-Sense</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)<br/>Counter target instant spell, sorcery spell, or triggered ability.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Starting Town</div></div><div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Starting Town</div></div><div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Starting Town</div></div><div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                          | <div><div><div>Starting Town</div></div><div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                         | <div><div><div>Steam Vents</div></div><div><div>Land -- Island Mountain</div><div>( {T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                        | <div><div><div>Steam Vents</div></div><div><div>Land -- Island Mountain</div><div>( {T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                        |

2 U

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

② ③

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

② ③

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

## Land -- Mountain Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped unless you control two or more other lands.  
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped unless you control two or more other lands.  
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Planet

This land enters tapped.  
{T}: Add {U}.  
Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)  
12+ | {U}, {T}: Add {U} for each artifact you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Planet

This land enters tapped.  
{T}: Add {U}.  
Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)  
12+ | {U}, {T}: Add {U} for each artifact you control.

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Uthros, Titanic Godcore</b> </div> <div> Land -- Planet </div> <div> <p>This land enters tapped.<br/>{T}: Add {U}.</p> <p>Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)</p> <p>12+   {U}, {T}: Add {U} for each artifact you control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Uthros, Titanic Godcore</b> </div> <div> Land -- Planet </div> <div> <p>This land enters tapped.<br/>{T}: Add {U}.</p> <p>Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)</p> <p>12+   {U}, {T}: Add {U} for each artifact you control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                        | <div> <b>Winternight Stories</b> <div>2</div> <div>U</div> </div> <div> Sorcery </div> <div> <p>Draw three cards. Then discard two cards unless you discard a creature card.</p> <p>Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>          | <div> <b>Winternight Stories</b> <div>2</div> <div>U</div> </div> <div> Sorcery </div> <div> <p>Draw three cards. Then discard two cards unless you discard a creature card.</p> <p>Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Abrade</b> <div>1</div> <div>R</div> </div> <div> Instant </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Abrade deals 3 damage to target creature.</li> <li>* Destroy target artifact.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                          | <div> <b>Extinguisher Battleship</b> <div>8</div> </div> <div> Artifact -- Spacecraft </div> <div> <p>When this Spacecraft enters, destroy target noncreature permanent. Then this Spacecraft deals 4 damage to each creature.</p> <p>Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 5+.)</p> <p>5+   Flying, trample</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>10/10</div> </div> | <div> <b>Fire Magic</b> <div>R</div> </div> <div> Instant </div> <div> <p>Tiered (Choose one additional cost.)</p> <ul style="list-style-type: none"> <li>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.</li> <li>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.</li> <li>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Ill-Timed Explosion</b> <div>2</div> <div>U</div> <div>R</div> </div> <div> Sorcery </div> <div> <p>Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                  |

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| <div> <b>Into the Flood Maw</b> <span>U</span> </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.)</p> <p>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>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Jennifer Walters</b> <span>1W</span> </div> <div> Legendary Creature -- Human Advisor Hero </div> <div> <p>Your opponents can't cast spells during your turn.</p> <p>{3}{G}{W}{W}: Transform Jennifer Walters. Activate only as a sorcery.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/3</div> </div> <div> <div>----- BACK FACE -----</div> </div> <div> <div><b>The Sensational She-Hulk</b></div> <div><span>3GW</span></div> </div> <div> Legendary Creature -- Gamma Hero </div> <div> <p>Reach, trample</p> <p>Your opponents can't cast spells during your turn.</p> <p>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.</p> </div> <div> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Jennifer Walters</b> <span>1W</span> </div> <div> Legendary Creature -- Human Advisor Hero </div> <div> <p>Your opponents can't cast spells during your turn.</p> <p>{3}{G}{W}{W}: Transform Jennifer Walters. Activate only as a sorcery.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/3</div> </div> <div> <div>----- BACK FACE -----</div> </div> <div> <div><b>The Sensational She-Hulk</b></div> <div><span>3GW</span></div> </div> <div> Legendary Creature -- Gamma Hero </div> <div> <p>Reach, trample</p> <p>Your opponents can't cast spells during your turn.</p> <p>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.</p> </div> <div> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Marang River Regent</b> <span>4UU</span> </div> <div> Creature -- Dragon </div> <div> <p>Flying</p> <p>When this creature enters, return up to two other target nonland permanents to their owners' hands.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>6/7</div> </div> <div> <div>----- ADVENTURE -----</div> </div> <div> <div><b>Coil and Catch</b></div> <div><span>3U</span></div> </div> <div> Instant -- Omen </div> <div> <p>Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>North Wind Avatar</b> <span>2UU</span> </div> <div> Creature -- Dragon Spirit Avatar </div> <div> <p>Flying</p> <p>When this creature enters, if you cast it, you may put a card you own from outside the game into your hand.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                            | <div> <b>Omni-Changeling</b> <span>3UU</span> </div> <div> Creature -- Shapeshifter </div> <div> <p>Changeling (This card is every creature type.)</p> <p>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.)</p> <p>You may have this creature enter as a copy of any creature on the battlefield, except it has changeling.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>0/0</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                               | <div> <b>Quantum Riddler</b> <span>3UU</span> </div> <div> Creature -- Sphinx </div> <div> <p>Flying</p> <p>When this creature enters, draw a card.</p> <p>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.</p> <p>Warp {1}{U}</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>4/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                | <div> <b>Soul-Guide Lantern</b> <span>1</span> </div> <div> Artifact </div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                  |

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| <div> <div>Spider-Sense</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)<br/> Counter target instant spell, sorcery spell, or triggered ability. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Spider-Sense</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)<br/> Counter target instant spell, sorcery spell, or triggered ability. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Stormkeld Vanguard</div> <div> <div>4</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Giant Warrior</div> <div> This creature can't be blocked by creatures with power 2 or less. </div> <div>[sideboard]</div> <div> <div>6/7</div> </div> <div> <div>ADVENTURE</div> </div> <div> <div>Bear Down</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Sorcery -- Adventure</div> <div> Destroy target artifact or enchantment. (Then exile this card. You may cast the creature later from exile.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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