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| <div> <b>Aang, at the Crossroads</b> </div> <div>       Legendary Creature -- Human Avatar Ally     </div> <div>       Flying<br/>       When Aang enters, look at the top five cards of your library. You may put a creature card with mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When another creature you control leaves the battlefield, transform Aang at the beginning of the next upkeep.     </div> <div> <div>3/3</div> <div> <div> <div> </div> </div> </div> </div> <div> <b>Aang, Destined Savior</b> </div> <div>       Legendary Creature -- Avatar Ally     </div> <div>       Flying<br/>       Land creatures you control have vigilance. At the beginning of combat on your turn, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)     </div> <div> <div>4/4</div> <div> <div> <div> </div> </div> </div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       <div>botbox.dev</div> </div> | <div> <b>Aang, at the Crossroads</b> </div> <div>       Legendary Creature -- Human Avatar Ally     </div> <div>       Flying<br/>       When Aang enters, look at the top five cards of your library. You may put a creature card with mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When another creature you control leaves the battlefield, transform Aang at the beginning of the next upkeep.     </div> <div> <div>3/3</div> <div> <div> <div> </div> </div> </div> </div> <div> <b>Aang, Destined Savior</b> </div> <div>       Legendary Creature -- Avatar Ally     </div> <div>       Flying<br/>       Land creatures you control have vigilance. At the beginning of combat on your turn, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)     </div> <div> <div>4/4</div> <div> <div> <div> </div> </div> </div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       <div>botbox.dev</div> </div> | <div> <b>Aang, at the Crossroads</b> </div> <div>       Legendary Creature -- Human Avatar Ally     </div> <div>       Flying<br/>       When Aang enters, look at the top five cards of your library. You may put a creature card with mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When another creature you control leaves the battlefield, transform Aang at the beginning of the next upkeep.     </div> <div> <div>3/3</div> <div> <div> <div> </div> </div> </div> </div> <div> <b>Aang, Destined Savior</b> </div> <div>       Legendary Creature -- Avatar Ally     </div> <div>       Flying<br/>       Land creatures you control have vigilance. At the beginning of combat on your turn, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)     </div> <div> <div>4/4</div> <div> <div> <div> </div> </div> </div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       <div>botbox.dev</div> </div> | <div> <b>Aang, Swift Savior</b> </div> <div>       Legendary Creature -- Human Avatar Ally     </div> <div>       Flash<br/>       Flying<br/>       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.     </div> <div> <div>2/3</div> <div> <div> <div> </div> </div> </div> </div> <div> <b>Aang and La, Ocean's Fury</b> </div> <div>       Legendary Creature -- Avatar Spirit Ally     </div> <div>       Reach, trample<br/>       Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control.     </div> <div> <div>5/5</div> <div> <div> <div> </div> </div> </div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       <div>botbox.dev</div> </div> |
| <div> <b>Aang, Swift Savior</b> </div> <div>       Legendary Creature -- Human Avatar Ally     </div> <div>       Flash<br/>       Flying<br/>       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.     </div> <div> <div>2/3</div> <div> <div> <div> </div> </div> </div> </div> <div> <b>Aang and La, Ocean's Fury</b> </div> <div>       Legendary Creature -- Avatar Spirit Ally     </div> <div>       Reach, trample<br/>       Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control.     </div> <div> <div>5/5</div> <div> <div> <div> </div> </div> </div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                       | <div> <b>Aang, Swift Savior</b> </div> <div>       Legendary Creature -- Human Avatar Ally     </div> <div>       Flash<br/>       Flying<br/>       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.     </div> <div> <div>2/3</div> <div> <div> <div> </div> </div> </div> </div> <div> <b>Aang and La, Ocean's Fury</b> </div> <div>       Legendary Creature -- Avatar Spirit Ally     </div> <div>       Reach, trample<br/>       Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control.     </div> <div> <div>5/5</div> <div> <div> <div> </div> </div> </div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                       | <div> <b>Aang, Swift Savior</b> </div> <div>       Legendary Creature -- Human Avatar Ally     </div> <div>       Flash<br/>       Flying<br/>       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.     </div> <div> <div>2/3</div> <div> <div> <div> </div> </div> </div> </div> <div> <b>Aang and La, Ocean's Fury</b> </div> <div>       Legendary Creature -- Avatar Spirit Ally     </div> <div>       Reach, trample<br/>       Whenever Aang and La attack, put a +1/+1 counter on each tapped creature you control.     </div> <div> <div>5/5</div> <div> <div> <div> </div> </div> </div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                       | <div> <b>Appa, Steadfast Guardian</b> </div> <div>       Legendary Creature -- Bison Ally     </div> <div>       Flash<br/>       Flying<br/>       When Appa enters, airbend any number of other target nonland permanents you control. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Whenever you cast a spell from exile, create a 1/1 white Ally creature token.     </div> <div> <div>3/4</div> <div> <div> <div> </div> </div> </div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                 |

Playtest cards - Rood, David - Standard (World Championship 31 in Bellevue USA)

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 1/10 - 8 cards - 2.5 x 3.5 in each

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| <p><b>Appa, Steadfast Guardian</b> (2)(W)(W)</p> <p>Legendary Creature -- Bison Ally</p> <p>Flash<br/>Flying<br/>When Appa enters, airbend any number of other target nonland permanents you control. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Whenever you cast a spell from exile, create a 1/1 white Ally creature token.</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Appa, Steadfast Guardian</b> (2)(W)(W)</p> <p>Legendary Creature -- Bison Ally</p> <p>Flash<br/>Flying<br/>When Appa enters, airbend any number of other target nonland permanents you control. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Whenever you cast a spell from exile, create a 1/1 white Ally creature token.</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Appa, Steadfast Guardian</b> (2)(W)(W)</p> <p>Legendary Creature -- Bison Ally</p> <p>Flash<br/>Flying<br/>When Appa enters, airbend any number of other target nonland permanents you control. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Whenever you cast a spell from exile, create a 1/1 white Ally creature token.</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Aven Interrupter</b> (1)(W)(W)</p> <p>Creature -- Bird Rogue</p> <p>Flash<br/>Flying<br/>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.) Spells your opponents cast from graveyards or from exile cost {2} more to cast.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                   |
| <p><b>Badgermole Cub</b> (1)(G)</p> <p>Creature -- Badger Mole</p> <p>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                               | <p><b>Badgermole Cub</b> (1)(G)</p> <p>Creature -- Badger Mole</p> <p>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                               | <p><b>Badgermole Cub</b> (1)(G)</p> <p>Creature -- Badger Mole</p> <p>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                               | <p><b>Badgermole Cub</b> (1)(G)</p> <p>Creature -- Badger Mole</p> <p>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

## Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Creature -- Elemental Raccoon

{T}: Add {G}.  
{1}{G}, {T}, Discard a card: Return this creature to its owner's hand.

2/2

5 G G

Sorcery -- Adventure

Mill seven cards. Then put a creature, enchantment, or land card from among the milled cards onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Creature -- Elemental Raccoon

{T}: Add {G}.  
{1}{G}, {T}, Discard a card: Return this creature to its owner's hand.

2/2

5GG

Sorcery -- Adventure

Mill seven cards. Then put a creature, enchantment, or land card from among the milled cards onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Creature -- Elemental Raccoon

{T}: Add {G}.  
{1}{G}, {T}, Discard a card: Return this creature to its owner's hand.

2/2

5GG

Sorcery -- Adventure

Mill seven cards. Then put a creature, enchantment, or land card from among the milled cards onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Creature -- Elemental Raccoon

{T}: Add {G}.  
{1}{G}, {T}, Discard a card: Return this creature to its owner's hand.

2/2

5GG

Sorcery - - Adventure

Mill seven cards. Then put a creature, enchantment, or land card from among the milled cards onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Forest Island

( $\{T\}$ : Add  $\{G\}$  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

## Land -- Forest Island

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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| <div><div>Breeding Pool</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div>Breeding Pool</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div>Doc Aurlock, Grizzled GeniusGU</div><div>Legendary Creature -- Bear Druid</div><div>Spells you cast from your graveyard or from exile cost {2} less to cast. Plotting cards from your hand costs {2} less.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Doc Aurlock, Grizzled GeniusGU</div><div>Legendary Creature -- Bear Druid</div><div>Spells you cast from your graveyard or from exile cost {2} less to cast. Plotting cards from your hand costs {2} less.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Doc Aurlock, Grizzled GeniusGU</div><div>Legendary Creature -- Bear Druid</div><div>Spells you cast from your graveyard or from exile cost {2} less to cast. Plotting cards from your hand costs {2} less.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Doc Aurlock, Grizzled GeniusGU</div><div>Legendary Creature -- Bear Druid</div><div>Spells you cast from your graveyard or from exile cost {2} less to cast. Plotting cards from your hand costs {2} less.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             |

## Floodfarm Verge

Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Floodfarm Verge

Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gene Pollinator

**G**

Artifact Creature -- Robot Insect

{T}, Tap an untapped permanent you control: Add one mana of any color.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gene Pollinator

**G**

Artifact Creature -- Robot Insect

{T}, Tap an untapped permanent you control: Add one mana of any color.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gene Pollinator

**G**

Artifact Creature -- Robot Insect

{T}, Tap an untapped permanent you control: Add one mana of any color.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hushwood Verge

Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hushwood Verge

Land

{T}: Add {G}.

{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hushwood Verge

Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hushwood Verge

Land

{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

**G**

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

Ⓒ

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

**G**

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves

**G**

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Multiversal Passage

Land

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Multiversal Passage

Land

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Multiversal Passage

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                  | <div>Nature's Rhythm</div> <div>Sorcery</div> <div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.<br/>Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Nature's Rhythm</div> <div>Sorcery</div> <div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.<br/>Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Nature's Rhythm</div> <div>Sorcery</div> <div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.<br/>Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Seam Rip</div> <div>Enchantment</div> <div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Seam Rip</div> <div>Enchantment</div> <div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                         | <div>Seam Rip</div> <div>Enchantment</div> <div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                         | <div>Starting Town</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                         |

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| <div>Starting Town</div> <div>Land -- Town</div> <div> <p>This land enters tapped unless it's your first, second, or third turn of the game.</p> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add one mana of any color.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                  | <div>Starting Town</div> <div>Land -- Town</div> <div> <p>This land enters tapped unless it's your first, second, or third turn of the game.</p> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add one mana of any color.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                               | <div>Starting Town</div> <div>Land -- Town</div> <div> <p>This land enters tapped unless it's your first, second, or third turn of the game.</p> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add one mana of any color.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                              | <div>Winternight Stories (2)(U)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                    |
| <div>Abhorrent Oculus (2)(U)</div> <div>Creature -- Eye</div> <div> <p>As an additional cost to cast this spell, exile six cards from your graveyard.</p> <p>Flying</p> <p>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</p> <p>[sideboard]</p> </div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Absolute Virtue (6)(W)(U)</div> <div>Legendary Creature -- Avatar Warrior</div> <div> <p>This spell can't be countered.</p> <p>Flying</p> <p>You have protection from each of your opponents. (You can't be dealt damage, enchanted, or targeted by anything controlled by your opponents.)</p> <p>[sideboard]</p> </div> <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Avatar's Wrath (2)(W)(W)</div> <div>Sorcery</div> <div> <p>Choose up to one target creature, then airbend all other creatures. (Exile them. While each one is exiled, its owner may cast it for {2} rather than its mana cost.) Until your next turn, your opponents can't cast spells from anywhere other than their hands.</p> <p>Exile Avatar's Wrath.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Aven Interrupter (1)(W)(W)</div> <div>Creature -- Bird Rogue</div> <div> <p>Flash</p> <p>Flying</p> <p>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)</p> <p>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</p> <p>[sideboard]</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |



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| <div>Cavern of Souls</div> <div>Land</div> <div> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                         | <div>Pawpatch Formation</div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target creature with flying.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</li> </ul> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Pawpatch Formation</div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target creature with flying.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</li> </ul> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Quantum Riddler</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> <p>[sideboard]</p> </div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Quantum Riddler</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> <p>[sideboard]</p> </div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Quantum Riddler</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> <p>[sideboard]</p> </div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                | <div>Seam Rip</div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                  | <div>Spider-Sense</div> <div>Instant</div> <div> <p>Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)</p> <p>Counter target instant spell, sorcery spell, or triggered ability.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                           |

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| <div><div>Spider-Sense<div>1U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Winternight Stories<div>2U</div></div><div>Sorcery</div><div>Draw three cards. Then discard two cards unless you discard a creature card.<br/>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Winternight Stories<div>2U</div></div><div>Sorcery</div><div>Draw three cards. Then discard two cards unless you discard a creature card.<br/>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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