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| <div> <div>Drake Hatcher</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>Vigilance, prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>Whenever this creature deals combat damage to a player, put that many incubation counters on it.</div> <div>Remove three incubation counters from this creature: Create a 2/2 blue Drake creature token with flying.</div> </div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                        | <div> <div>Drake Hatcher</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>Vigilance, prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>Whenever this creature deals combat damage to a player, put that many incubation counters on it.</div> <div>Remove three incubation counters from this creature: Create a 2/2 blue Drake creature token with flying.</div> </div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                        | <div> <div>Elusive Otter</div> <div> <div>U</div> </div> </div> <div> <div>Creature -- Otter</div> <div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>Creatures with power less than this creature's power can't block it.</div> </div> <div>1/1</div> <div>----- ADVENTURE -----</div> <div> <div>Grove's Bounty</div> <div> <div>X</div> <div>G</div> </div> </div> <div> <div>Sorcery -- Adventure</div> <div> <div>Distribute X +1/+1 counters among any number of target creatures you control. (Then exile this card. You may cast the creature later from exile.)</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Elusive Otter</div> <div> <div>U</div> </div> </div> <div> <div>Creature -- Otter</div> <div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>Creatures with power less than this creature's power can't block it.</div> </div> <div>1/1</div> <div>----- ADVENTURE -----</div> <div> <div>Grove's Bounty</div> <div> <div>X</div> <div>G</div> </div> </div> <div> <div>Sorcery -- Adventure</div> <div> <div>Distribute X +1/+1 counters among any number of target creatures you control. (Then exile this card. You may cast the creature later from exile.)</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
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| <div><div>Leyline of Resonance (2)(R)(R)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of Resonance (2)(R)(R)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Whenever you cast an instant or sorcery spell that targets only a single creature you control, copy that spell. You may choose new targets for the copy.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Might of the Meek (R)</div><div>Instant</div><div>Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Might of the Meek (R)</div><div>Instant</div><div>Target creature gains trample until end of turn. It also gets +1/+0 until end of turn if you control a Mouse.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   |
| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                  | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                  | <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Octopus Form</div><div>Instant -- Lesson</div><div>Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>U</div></div></div> | <div><div><div>Pym Particles</div><div>Card</div><div>(Theme color: {U})</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div></div></div>                                                                      | <div><div><div>Pym Particles</div><div>Card</div><div>(Theme color: {U})</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div></div></div>                                                                      | <div><div><div>Pym Particles</div><div>Card</div><div>(Theme color: {U})</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div></div></div>                                                                                                                                                                                                                                                                                                     |
| <div><div><div>Riverpyre Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div></div></div>                                                                                                | <div><div><div>Riverpyre Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div></div></div> | <div><div><div>Riverpyre Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div></div></div> | <div><div><div>Secret Identity</div><div>Instant</div><div>Choose one --<br/>* Conceal -- Until end of turn, target creature you control becomes a Citizen with base power and toughness 1/1 and gains hexproof.<br/>* Reveal -- Until end of turn, target creature you control becomes a Hero with base power and toughness 3/4 and gains flying and vigilance.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>U</div></div></div> |

U

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Flying, haste  
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.  
Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.  
Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

1/2

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Spirebluff Canal</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {U} or {R}.                                                                                                                                                                                                                                               | <b>Spirebluff Canal</b><br><hr/> Land<br><hr/> This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {U} or {R}.                                                                                                                                                                                                                                               | <b>Stadium Headliner</b> <span>(R)</span><br><hr/> Creature -- Goblin Warrior<br><hr/> Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)<br>{1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature. <div>1/1</div> | <b>Stadium Headliner</b> <span>(R)</span><br><hr/> Creature -- Goblin Warrior<br><hr/> Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)<br>{1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature. <div>1/1</div> |
| <b>Stadium Headliner</b> <span>(R)</span><br><hr/> Creature -- Goblin Warrior<br><hr/> Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)<br>{1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature. <div>1/1</div> | <b>Stadium Headliner</b> <span>(R)</span><br><hr/> Creature -- Goblin Warrior<br><hr/> Mobilize 1 (Whenever this creature attacks, create a tapped and attacking 1/1 red Warrior creature token. Sacrifice it at the beginning of the next end step.)<br>{1}{R}, Sacrifice this creature: It deals damage equal to the number of creatures you control to target creature. <div>1/1</div> | <b>Starting Town</b><br><hr/> Land -- Town<br><hr/> 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.                                                                                                                                                                                    | <b>Starting Town</b><br><hr/> Land -- Town<br><hr/> 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.                                                                                                                                                                                    |

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| <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 PLAYbotbox.dev</div></div> | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><p>( {T}: Add {U} or {R}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><p>( {T}: Add {U} or {R}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><p>( {T}: Add {U} or {R}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 |
| <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><p>( {T}: Add {U} or {R}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          | <div><div>Turn Inside Out</div><div>Instant</div><div><p>Target creature gets +3/+0 until end of turn. When it dies this turn, 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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Turn Inside Out</div><div>Instant</div><div><p>Target creature gets +3/+0 until end of turn. When it dies this turn, 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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Turn Inside Out</div><div>Instant</div><div><p>Target creature gets +3/+0 until end of turn. When it dies this turn, 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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Wild Ride</div><div><div>R</div></div></div> <div>Sorcery</div> <div>Target creature gets +3/+0 and gains haste until end of turn.<br/>Harmonize {4}{R} (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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Wild Ride</div><div><div>R</div></div></div> <div>Sorcery</div> <div>Target creature gets +3/+0 and gains haste until end of turn.<br/>Harmonize {4}{R} (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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Wild Ride</div><div><div>R</div></div></div> <div>Sorcery</div> <div>Target creature gets +3/+0 and gains haste until end of turn.<br/>Harmonize {4}{R} (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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Wild Ride</div><div><div>R</div></div></div> <div>Sorcery</div> <div>Target creature gets +3/+0 and gains haste until end of turn.<br/>Harmonize {4}{R} (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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Dreadmaw's Ire</div><div><div>R</div></div></div> <div>Instant</div> <div>Until end of turn, target attacking creature gets +2/+2 and gains trample and "Whenever this creature deals combat damage to a player, destroy target artifact that player controls."<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     | <div><div>Dreadmaw's Ire</div><div><div>R</div></div></div> <div>Instant</div> <div>Until end of turn, target attacking creature gets +2/+2 and gains trample and "Whenever this creature deals combat damage to a player, destroy target artifact that player controls."<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     | <div><div>Full Bore</div><div><div>R</div></div></div> <div>Instant</div> <div>Target creature you control gets +3/+2 until end of turn. If that creature was cast for its warp cost, it also gains trample and haste until end of turn.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                      | <div><div>Full Bore</div><div><div>R</div></div></div> <div>Instant</div> <div>Target creature you control gets +3/+2 until end of turn. If that creature was cast for its warp cost, it also gains trample and haste until end of turn.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                      |

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| <div> <div>Into the Flood Maw</div> <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.)</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>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Into the Flood Maw</div> <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.)</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>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Island</div> <div></div> </div> <div>Basic Land -- Island</div> <div> <p>{T}: Add {U}.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                      | <div> <div>Ms. Marvel, Kamala Khan</div> <div>2U</div> </div> <div>Legendary Creature -- Mutant Inhuman Hero</div> <div> <p>Reach, vigilance</p> <p>You have no maximum hand size.</p> <p>Embiggen Fist -- Whenever you cast a spell that targets a creature you control, draw a card. Until end of turn, Ms. Marvel gains "Ms. Marvel's base power is equal to the number of cards in your hand."</p> </div> <div>[sideboard]</div> <div> <div>1/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Octopus Form</div> <div>U</div> </div> <div>Instant -- Lesson</div> <div> <p>Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.)</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                         | <div> <div>Octopus Form</div> <div>U</div> </div> <div>Instant -- Lesson</div> <div> <p>Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.)</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                         | <div> <div>Pyroclasm</div> <div>1R</div> </div> <div>Sorcery</div> <div> <p>Pyroclasm deals 2 damage to each creature.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Secret Identity</div> <div>U</div> </div> <div>Instant</div> <div> <p>Choose one --</p> <p>* Conceal -- Until end of turn, target creature you control becomes a Citizen with base power and toughness 1/1 and gains hexproof.</p> <p>* Reveal -- Until end of turn, target creature you control becomes a Hero with base power and toughness 3/4 and gains flying and vigilance.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                   |

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| <div> <div>Soul-Guide Lantern</div> <div>1</div> </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> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Spell Pierce</div> <div>U</div> </div> <div>Instant</div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Spell Pierce</div> <div>U</div> </div> <div>Instant</div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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