

®

Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U R

Flying
Whenever you cast an instant or sorcery spell, creatures you control get +1/+0 and gain trample until end of turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.

2/2

®

Target creature you control deals damage equal to its power to any other target. Then sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.

2/2

®

Target creature you control deals damage equal to its power to any other target. Then sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.

2/2

®

Target creature you control deals damage equal to its power to any other target. Then sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Drake Hatcher</div><div>1U</div></div><div>Creature -- Human Wizard</div><div>Vigilance, prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever this creature deals combat damage to a player, put that many incubation counters on it. Remove three incubation counters from this creature: Create a 2/2 blue Drake creature token with flying.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Drake Hatcher</div><div>1U</div></div><div>Creature -- Human Wizard</div><div>Vigilance, prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever this creature deals combat damage to a player, put that many incubation counters on it. Remove three incubation counters from this creature: Create a 2/2 blue Drake creature token with flying.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Elusive Otter</div><div>U</div></div><div>Creature -- Otter</div><div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Creatures with power less than this creature's power can't block it.</div><div>1/1</div><div>----- ADVENTURE -----</div><div><div>Grove's Bounty</div><div>XG</div></div><div>Sorcery -- Adventure</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Elusive Otter</div><div>U</div></div><div>Creature -- Otter</div><div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Creatures with power less than this creature's power can't block it.</div><div>1/1</div><div>----- ADVENTURE -----</div><div><div>Grove's Bounty</div><div>XG</div></div><div>Sorcery -- Adventure</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Elusive Otter</div><div>U</div></div><div>Creature -- Otter</div><div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Creatures with power less than this creature's power can't block it.</div><div>1/1</div><div>----- ADVENTURE -----</div><div><div>Grove's Bounty</div><div>XG</div></div><div>Sorcery -- Adventure</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Elusive Otter</div><div>U</div></div><div>Creature -- Otter</div><div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Creatures with power less than this creature's power can't block it.</div><div>1/1</div><div>----- ADVENTURE -----</div><div><div>Grove's Bounty</div><div>XG</div></div><div>Sorcery -- Adventure</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Full Bore</div><div>R</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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Full Bore</div><div>R</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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
--	--	--	--	--	--	--	--

<div><div>Full Bore</div><div><div>R</div></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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Multiversal Passage</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Multiversal Passage</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Multiversal Passage</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Opt</div><div><div>U</div></div></div> <div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Opt</div><div><div>U</div></div></div> <div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Opt</div><div><div>U</div></div></div> <div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<div><div><div>Pompous Battlemage</div><div><div>R</div></div></div><div>Creature -- Goblin Sorcerer</div><div>Prowess This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</div><div><div>1/1</div></div><div>----- OTHER FACE -----</div><div><div>Improvised Act</div><div><div>R</div></div></div><div>Sorcery</div><div>You may discard a card. If you do, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Pompous Battlemage</div><div><div>R</div></div></div><div>Creature -- Goblin Sorcerer</div><div>Prowess This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</div><div><div>1/1</div></div><div>----- OTHER FACE -----</div><div><div>Improvised Act</div><div><div>R</div></div></div><div>Sorcery</div><div>You may discard a card. If you do, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Pompous Battlemage</div><div><div>R</div></div></div><div>Creature -- Goblin Sorcerer</div><div>Prowess This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</div><div><div>1/1</div></div><div>----- OTHER FACE -----</div><div><div>Improvised Act</div><div><div>R</div></div></div><div>Sorcery</div><div>You may discard a card. If you do, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Pompous Battlemage</div><div><div>R</div></div></div><div>Creature -- Goblin Sorcerer</div><div>Prowess This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</div><div><div>1/1</div></div><div>----- OTHER FACE -----</div><div><div>Improvised Act</div><div><div>R</div></div></div><div>Sorcery</div><div>You may discard a card. If you do, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Riverpyre Verge</div></div><div>Land</div><div>{T}: Add {R}. {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>Riverpyre Verge</div></div><div>Land</div><div>{T}: Add {R}. {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>Riverpyre Verge</div></div><div>Land</div><div>{T}: Add {R}. {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>Riverpyre Verge</div></div><div>Land</div><div>{T}: Add {R}. {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>Secret Identity</div><div>Instant</div><div>Choose one -- * Conceal -- Until end of turn, target creature you control becomes a Citizen with base power and toughness 1/1 and gains hexproof. * 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>Secret Identity</div><div>Instant</div><div>Choose one -- * Conceal -- Until end of turn, target creature you control becomes a Citizen with base power and toughness 1/1 and gains hexproof. * 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>Shore Up</div><div>Instant</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>Shore Up</div><div>Instant</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>Sleight of Hand</div><div>Sorcery</div><div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sleight of Hand</div><div>Sorcery</div><div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sleight of Hand</div><div>Sorcery</div><div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sleight of Hand</div><div>Sorcery</div><div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Slickshot Show-Off</div><div><div>1</div><div>R</div></div></div><div>Creature -- Bird Wizard</div><div><div>Flying, haste</div><div>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.</div><div>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.)</div></div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Slickshot Show-Off</div><div><div>1</div><div>R</div></div></div><div>Creature -- Bird Wizard</div><div><div>Flying, haste</div><div>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.</div><div>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.)</div></div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Slickshot Show-Off</div><div><div>1</div><div>R</div></div></div><div>Creature -- Bird Wizard</div><div><div>Flying, haste</div><div>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.</div><div>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.)</div></div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Slickshot Show-Off</div><div><div>1</div><div>R</div></div></div><div>Creature -- Bird Wizard</div><div><div>Flying, haste</div><div>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.</div><div>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.)</div></div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Spirebluff Canal</div></div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Spirebluff Canal</div></div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Spirebluff Canal</div></div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Spirebluff Canal</div></div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<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>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>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>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>

Wild Ride

®

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Ride

®

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Ride

®

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Ride

®

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burst Lightning

®

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burst Lightning

®

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreadmaw's Ire

®

Instant

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."

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fire Magic

®

Instant

```
Tiered (Choose one additional cost.)
* Fire -- {0} -- Fire Magic deals 1
damage to each creature.
* Fira -- {2} -- Fire Magic deals 2
damage to each creature.
* Firaga -- {5} -- Fire Magic deals
3 damage to each creature.
```

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Mo, Jiantao - Izzet Prowess (???1 / Standard Cup 1)

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

<div><div>Flow State</div><div>①②</div></div> <div>Sorcery</div> <div>Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. If there is an instant card and a sorcery card in your graveyard, instead put two of them into your hand and the rest on the bottom of your library in any order.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Flow State</div><div>①②</div></div> <div>Sorcery</div> <div>Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. If there is an instant card and a sorcery card in your graveyard, instead put two of them into your hand and the rest on the bottom of your library in any order.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Into the Flood Maw</div><div>③</div></div> <div>Instant</div> <div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Secret Identity</div><div>④</div></div> <div>Instant</div> <div>Choose one -- * Conceal -- Until end of turn, target creature you control becomes a Citizen with base power and toughness 1/1 and gains hexproof. * 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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Shore Up</div><div>⑤</div></div> <div>Instant</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Soul-Guide Lantern</div><div>⑥</div></div> <div>Artifact</div> <div>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Spell Pierce</div><div>⑦</div></div> <div>Instant</div> <div>Counter target noncreature spell unless its controller pays {2}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Spell Pierce</div><div>⑧</div></div> <div>Instant</div> <div>Counter target noncreature spell unless its controller pays {2}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

U

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Creatures entering don't cause abilities to trigger.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Creatures entering don't cause abilities to trigger.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev