

<div><div>Arclight Phoenix</div><div><div>3</div><div>R</div></div></div> <div><div>Creature -- Phoenix</div><div>Flying, haste At the beginning of combat on your turn, if you've cast three or more instant and sorcery spells this turn, return this card from your graveyard to the battlefield.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Arclight Phoenix</div><div><div>3</div><div>R</div></div></div> <div><div>Creature -- Phoenix</div><div>Flying, haste At the beginning of combat on your turn, if you've cast three or more instant and sorcery spells this turn, return this card from your graveyard to the battlefield.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Arclight Phoenix</div><div><div>3</div><div>R</div></div></div> <div><div>Creature -- Phoenix</div><div>Flying, haste At the beginning of combat on your turn, if you've cast three or more instant and sorcery spells this turn, return this card from your graveyard to the battlefield.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Arclight Phoenix</div><div><div>3</div><div>R</div></div></div> <div><div>Creature -- Phoenix</div><div>Flying, haste At the beginning of combat on your turn, if you've cast three or more instant and sorcery spells this turn, return this card from your graveyard to the battlefield.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Bitter Triumph</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Bitter Triumph</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Bitter Triumph</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Clearwater Pathway</div><div>Card</div><div>----- OTHER FACE -----</div><div><div>Clearwater Pathway</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

Clearwater Pathway

Card

- - - OTHER FACE - - -

Clearwater Pathway

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clearwater Pathway

Card

- - - OTHER FACE - - -

Clearwater Pathway

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cling to Dust

B

Instant

Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape-- $\{3\}$ {B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consider

U

Instant

Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consider

U

Instant

Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consider

U

Instant

Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consider

U

Instant

Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkslick Shores

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ichibahn - Pioneer (Pioneer League)

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 2/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Go for the Throat</div><div>Instant</div><div>Destroy target nonartifact creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

Land

If you control two or more other lands, this land enters tapped.

{T}: Add {B}.

{3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Human Wizard

{T}: Draw a card, then discard a card. If there are five or more cards in your graveyard, exile Jace, then return him to the battlefield transformed under his owner's control.

Legendary Planeswalker -- Jace

[+1]: Up to one target creature gets -2/-0 until your next turn.

[-3]: You may cast target instant or sorcery card from your graveyard this turn. If that spell would be put into your graveyard, exile it instead.

[-9]: You get an emblem with "Whenever you cast a spell, target opponent mills five cards."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Human Wizard

{T}: Draw a card, then discard a card. If there are five or more cards in your graveyard, exile Jace, then return him to the battlefield transformed under his owner's control.

Legendary Planeswalker -- Jace

[+1]: Up to one target creature gets -2/-0 until your next turn.

[-3]: You may cast target instant or sorcery card from your graveyard this turn. If that spell would be put into your graveyard, exile it instead.

[-9]: You get an emblem with "Whenever you cast a spell, target opponent mills five cards."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Bird Advisor

Flying

Whenever a player casts their second spell each turn, this creature connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Bird Advisor

Flying
Whenever a player casts their second spell each turn, this creature convives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Bird Advisor

Flying

Whenever a player casts their second spell each turn, this creature connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Bird Advisor

Flying

Whenever a player casts their second spell each turn, this creature connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant
Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Opt</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Opt</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Opt</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Otawara, Soaring City</div><div>Legendary Land</div><div>{T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Picklock Prankster</div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>Free the Fae</div><div>Instant -- Adventure</div><div>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Picklock Prankster</div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>Free the Fae</div><div>Instant -- Adventure</div><div>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Picklock Prankster</div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>Free the Fae</div><div>Instant -- Adventure</div><div>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Picklock Prankster</div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>Free the Fae</div><div>Instant -- Adventure</div><div>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Restless Reef</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U} or {B}.</p><p>{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.</p><p>Whenever this land attacks, target player mills four cards.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Riverglide Pathway</div><div>Land</div><div><p>{T}: Add {U}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <div><div>Lavaglide Pathway</div><div>Land</div><div><p>{T}: Add {R}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Shipwreck Marsh</div><div>Land</div><div><p>This land enters tapped unless you control two or more other lands.</p><p>{T}: Add {U} or {B}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Sleight of Hand</div><div>Sorcery</div><div><p>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.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div>Sleight of Hand</div><div>Sorcery</div><div><p>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.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Stormcarved Coast</div><div>Land</div><div><p>This land enters tapped unless you control two or more other lands.</p><p>{T}: Add {U} or {R}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Takenuma, Abandoned Mire</div><div>Legendary Land</div><div><p>{T}: Add {B}.</p><p>Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div>Thoughtseize</div><div>B</div></div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Thoughtseize</div><div>B</div></div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Thoughtseize</div><div>B</div></div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Thoughtseize</div><div>B</div></div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Treasure Cruise</div><div>7U</div></div> <div>Sorcery</div> <div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Draw three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Treasure Cruise</div><div>7U</div></div> <div>Sorcery</div> <div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Draw three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Treasure Cruise</div><div>7U</div></div> <div>Sorcery</div> <div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Draw three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Treasure Cruise</div><div>7U</div></div> <div>Sorcery</div> <div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Draw three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.) 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>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.) 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>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.) 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>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.) 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>Aether Gust</div><div>Instant</div><div>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Aether Gust</div><div>Instant</div><div>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blot Out</div><div>Instant</div><div>Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blot Out</div><div>Instant</div><div>Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> Disdainful Stroke ①U </div> <div> Instant </div> <div> Counter target spell with mana value 4 or greater. </div> <div> [sideboard] </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Geralf, the Fleshwright ②U </div> <div> Legendary Creature -- Human Warlock </div> <div> Whenever you cast a spell during your turn other than your first spell that turn, create a 2/2 blue and black Zombie Rogue creature token. Whenever a Zombie you control enters, put a +1/+1 counter on it for each other Zombie that entered the battlefield under your control this turn. </div> <div> [sideboard] </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Geralf, the Fleshwright ②U </div> <div> Legendary Creature -- Human Warlock </div> <div> Whenever you cast a spell during your turn other than your first spell that turn, create a 2/2 blue and black Zombie Rogue creature token. Whenever a Zombie you control enters, put a +1/+1 counter on it for each other Zombie that entered the battlefield under your control this turn. </div> <div> [sideboard] </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Knight of Dusk's Shadow ①B </div> <div> Creature -- Human Knight </div> <div> Menace (This creature can't be blocked except by two or more creatures.) Your opponents can't gain life. {1}{B}: This creature gets +1/+1 until end of turn. </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Knight of Dusk's Shadow ①B </div> <div> Creature -- Human Knight </div> <div> Menace (This creature can't be blocked except by two or more creatures.) Your opponents can't gain life. {1}{B}: This creature gets +1/+1 until end of turn. </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Mystical Dispute ②U </div> <div> Instant </div> <div> This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. </div> <div> [sideboard] </div> <div> <div>4/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Sheoldred, the Apocalypse ②BB </div> <div> Legendary Creature -- Phyrexian Praetor </div> <div> Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. </div> <div> [sideboard] </div> <div> <div>4/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Sheoldred, the Apocalypse ②BB </div> <div> Legendary Creature -- Phyrexian Praetor </div> <div> Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. </div> <div> [sideboard] </div> <div> <div>4/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Playtest cards - Ichibahn - Pioneer (Pioneer League)

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 9/10 - 8 cards - 2.5 x 3.5 in each

<div> <div> Thing in the Ice <div> <div>1</div> <div>U</div> </div> </div> <div> Creature -- Horror </div> <div> Defender This creature enters with four ice counters on it. Whenever you cast an instant or sorcery spell, remove an ice counter from this creature. Then if it has no ice counters on it, transform it. </div> <div> [sideboard] </div> <div> <div>0/4</div> </div> <div> --- BACK FACE --- </div> <div> Awoken Horror </div> <div> Creature -- Kraken Horror </div> <div> When this creature transforms into Awoken Horror, return all non-Horror creatures to their owners' hands. </div> <div> <div>7/8</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Thing in the Ice <div> <div>1</div> <div>U</div> </div> </div> <div> Creature -- Horror </div> <div> Defender This creature enters with four ice counters on it. Whenever you cast an instant or sorcery spell, remove an ice counter from this creature. Then if it has no ice counters on it, transform it. </div> <div> [sideboard] </div> <div> <div>0/4</div> </div> <div> --- BACK FACE --- </div> <div> Awoken Horror </div> <div> Creature -- Kraken Horror </div> <div> When this creature transforms into Awoken Horror, return all non-Horror creatures to their owners' hands. </div> <div> <div>7/8</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Thing in the Ice <div> <div>1</div> <div>U</div> </div> </div> <div> Creature -- Horror </div> <div> Defender This creature enters with four ice counters on it. Whenever you cast an instant or sorcery spell, remove an ice counter from this creature. Then if it has no ice counters on it, transform it. </div> <div> [sideboard] </div> <div> <div>0/4</div> </div> <div> --- BACK FACE --- </div> <div> Awoken Horror </div> <div> Creature -- Kraken Horror </div> <div> When this creature transforms into Awoken Horror, return all non-Horror creatures to their owners' hands. </div> <div> <div>7/8</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	