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| <p><b>Agatha's Soul Cauldron</b> ②</p> <p>Legendary Artifact</p> <p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Agatha's Soul Cauldron</b> ②</p> <p>Legendary Artifact</p> <p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Agatha's Soul Cauldron</b> ②</p> <p>Legendary Artifact</p> <p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Agatha's Soul Cauldron</b> ②</p> <p>Legendary Artifact</p> <p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Fear of Missing Out</b> ①②</p> <p>Enchantment Creature -- Nightmare</p> <p>When this creature enters, discard a card, then draw a card. Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                       | <p><b>Fear of Missing Out</b> ①②</p> <p>Enchantment Creature -- Nightmare</p> <p>When this creature enters, discard a card, then draw a card. Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                       | <p><b>Fear of Missing Out</b> ①②</p> <p>Enchantment Creature -- Nightmare</p> <p>When this creature enters, discard a card, then draw a card. Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                       | <p><b>Fear of Missing Out</b> ①②</p> <p>Enchantment Creature -- Nightmare</p> <p>When this creature enters, discard a card, then draw a card. Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                       |

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| <div><div><div>Into the Flood Maw</div><div>U</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.)<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                   | <div><div><div>Into the Flood Maw</div><div>U</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.)<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                   | <div><div><div>Into the Flood Maw</div><div>U</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.)<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                   | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 |
| <div><div><div>Jadzi, Steward of Fate</div><div>2U</div></div><div>Legendary Creature -- Human Wizard</div><div>Jadzi enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)<br/>When Jadzi enters, draw two cards, then discard two cards.</div><div>2/4</div><div>----- OTHER FACE -----</div><div><div><div>Oracle's Gift</div><div>XXU</div></div><div>Sorcery</div><div>Create X 0/0 green and blue Fractal creature tokens, then put X +1/+1 counters on each Fractal you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Jadzi, Steward of Fate</div><div>2U</div></div><div>Legendary Creature -- Human Wizard</div><div>Jadzi enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)<br/>When Jadzi enters, draw two cards, then discard two cards.</div><div>2/4</div><div>----- OTHER FACE -----</div><div><div><div>Oracle's Gift</div><div>XXU</div></div><div>Sorcery</div><div>Create X 0/0 green and blue Fractal creature tokens, then put X +1/+1 counters on each Fractal you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Jadzi, Steward of Fate</div><div>2U</div></div><div>Legendary Creature -- Human Wizard</div><div>Jadzi enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)<br/>When Jadzi enters, draw two cards, then discard two cards.</div><div>2/4</div><div>----- OTHER FACE -----</div><div><div><div>Oracle's Gift</div><div>XXU</div></div><div>Sorcery</div><div>Create X 0/0 green and blue Fractal creature tokens, then put X +1/+1 counters on each Fractal you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Lightning Axe</div><div>R</div></div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay {5}.<br/>Lightning Axe deals 5 damage to target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Lightning Axe</div> <div>Instant</div> <div>As an additional cost to cast this spell, discard a card or pay {5}. Lightning Axe deals 5 damage to target creature.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                       | <div> <div>Marauding Mako</div> <div>Creature -- Shark Pirate</div> <div>Whenever you discard one or more cards, put that many +1/+1 counters on this creature. Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Marauding Mako</div> <div>Creature -- Shark Pirate</div> <div>Whenever you discard one or more cards, put that many +1/+1 counters on this creature. Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Marauding Mako</div> <div>Creature -- Shark Pirate</div> <div>Whenever you discard one or more cards, put that many +1/+1 counters on this creature. Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Marauding Mako</div> <div>Creature -- Shark Pirate</div> <div>Whenever you discard one or more cards, put that many +1/+1 counters on this creature. Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>1/1</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>1/1</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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                     | <div> <div>Mutavault</div> <div>Token Land</div> <div>{T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                           |

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| <div><div><div>Mutavault</div><div>Token Land</div><div><div><div><div>{T}: Add {C}.</div><div>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                | <div><div><div>Otawara, Soaring City</div><div>Legendary Land</div><div><div><div><div>{T}: Add {U}.</div><div>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></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          | <div><div><div>Proft's Eidetic Memory 1U</div><div>Legendary Enchantment</div><div><div><div><div>When Proft's Eidetic Memory enters, draw a card.</div><div>You have no maximum hand size.</div><div>At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.</div></div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Proft's Eidetic Memory 1U</div><div>Legendary Enchantment</div><div><div><div><div>When Proft's Eidetic Memory enters, draw a card.</div><div>You have no maximum hand size.</div><div>At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.</div></div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Proft's Eidetic Memory 1U</div><div>Legendary Enchantment</div><div><div><div><div>When Proft's Eidetic Memory enters, draw a card.</div><div>You have no maximum hand size.</div><div>At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.</div></div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Proft's Eidetic Memory 1U</div><div>Legendary Enchantment</div><div><div><div><div>When Proft's Eidetic Memory enters, draw a card.</div><div>You have no maximum hand size.</div><div>At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.</div></div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Quantum Riddler 3UU</div><div>Creature -- Sphinx</div><div><div><div><div>Flying</div><div>When this creature enters, draw a card.</div><div>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.</div><div>Warp {1}{U}</div></div></div></div><div>4/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                    | <div><div><div>Quantum Riddler 3UU</div><div>Creature -- Sphinx</div><div><div><div><div>Flying</div><div>When this creature enters, draw a card.</div><div>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.</div><div>Warp {1}{U}</div></div></div></div><div>4/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                    |

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| <div><div>Quantum Riddler</div><div><div>3</div><div>U</div><div>U</div></div><div>Creature -- Sphinx</div><div>Flying<br/>When this creature enters, draw a card.<br/>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.<br/>Warp {1}{U}</div><div><div>4/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div><div>--- BACK FACE ---</div><div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div><div>--- BACK FACE ---</div><div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div><div>--- BACK FACE ---</div><div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      |
| <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div><div>--- BACK FACE ---</div><div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>--- BACK FACE ---</div><div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>--- BACK FACE ---</div><div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>--- BACK FACE ---</div><div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Sokenzan, Crucible of Defiance</div><div>Legendary Land</div><div><div>{T}: Add {R}.</div><div>Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Spirebluff Canal</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                    | <div><div><div>Spirebluff Canal</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                    | <div><div><div>Spirebluff Canal</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                    |
| <div><div><div>Spirebluff Canal</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                        | <div><div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><div>{T}: Add {U} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><div>{T}: Add {U} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><div>{T}: Add {U} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <b>Steam Vents</b> </div> <div> Land -- Island Mountain </div> <div> ({T}: Add {U} or {R}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                           | <div> <b>Torch the Tower</b> </div> <div> Instant </div> <div> Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/> Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/> If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Torch the Tower</b> </div> <div> Instant </div> <div> Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/> Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/> If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Vivi Ornitier</b> </div> <div> Legendary Creature -- Wizard </div> <div> {0}: Add X mana in any combination of {U} and/or {R}, where X is Vivi Ornitier's power. Activate only during your turn and only once each turn.<br/> Whenever you cast a noncreature spell, put a +1/+1 counter on Vivi Ornitier and it deals 1 damage to each opponent. </div> <div> <div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |
| <div> <b>Vivi Ornitier</b> </div> <div> Legendary Creature -- Wizard </div> <div> {0}: Add X mana in any combination of {U} and/or {R}, where X is Vivi Ornitier's power. Activate only during your turn and only once each turn.<br/> Whenever you cast a noncreature spell, put a +1/+1 counter on Vivi Ornitier and it deals 1 damage to each opponent. </div> <div> <div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Vivi Ornitier</b> </div> <div> Legendary Creature -- Wizard </div> <div> {0}: Add X mana in any combination of {U} and/or {R}, where X is Vivi Ornitier's power. Activate only during your turn and only once each turn.<br/> Whenever you cast a noncreature spell, put a +1/+1 counter on Vivi Ornitier and it deals 1 damage to each opponent. </div> <div> <div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                         | <div> <b>Vivi Ornitier</b> </div> <div> Legendary Creature -- Wizard </div> <div> {0}: Add X mana in any combination of {U} and/or {R}, where X is Vivi Ornitier's power. Activate only during your turn and only once each turn.<br/> Whenever you cast a noncreature spell, put a +1/+1 counter on Vivi Ornitier and it deals 1 damage to each opponent. </div> <div> <div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                         | <div> <b>Voldaren Thrillseeker</b> </div> <div> Creature -- Vampire Warrior </div> <div> Backup 2 (When this creature enters, put two +1/+1 counters on target creature. If that's another creature, it gains the following ability until end of turn.)<br/> {1}, Sacrifice this creature: It deals damage equal to its power to any target. </div> <div> <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>               |

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| <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> 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> 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> 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> Abrade 1 R </div> <div>Instant</div> <div> <p>Choose one --</p> <p>* Abrade deals 3 damage to target creature.</p> <p>* Destroy target artifact.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                              | <div> Ashiok, Dream Render 1 U/B U/B </div> <div>Legendary Planeswalker -- Ashiok</div> <div> <p>Spells and abilities your opponents control can't cause their controller to search their library.</p> <p>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</p> <p>[sideboard]</p> </div> <div> L 5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                              | <div> Ashiok, Dream Render 1 U/B U/B </div> <div>Legendary Planeswalker -- Ashiok</div> <div> <p>Spells and abilities your opponents control can't cause their controller to search their library.</p> <p>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</p> <p>[sideboard]</p> </div> <div> L 5 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                              | <div> Brazen Borrower 1 U U </div> <div>Creature -- Faerie Rogue</div> <div> <p>Flash</p> <p>Flying</p> <p>This creature can block only creatures with flying.</p> <p>[sideboard]</p> </div> <div> 3/1 </div> <div> - - - ADVENTURE - - - </div> <div> Petty Theft 1 U </div> <div>Instant -- Adventure</div> <div> <p>Return target nonland permanent an opponent controls to its owner's hand.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div> <b>Broadside Barrage</b> <span>1UR</span> </div> <div>Instant</div> <div> <p>Broadside Barrage deals 5 damage to target creature or planeswalker. Draw a card, then discard a card.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>           | <div> <b>Change the Equation</b> <span>1U</span> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target spell with mana value 2 or less.</li> <li>* Counter target red or green spell with mana value 6 or less.</li> </ul> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                        | <div> <b>Disdainful Stroke</b> <span>1U</span> </div> <div>Instant</div> <div> <p>Counter target spell with mana value 4 or greater.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                              | <div> <b>Flowstone Infusion</b> <span>R</span> </div> <div>Instant</div> <div> <p>Target creature gets +2/-2 until end of turn.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                              |
| <div> <b>Mystical Dispute</b> <span>2U</span> </div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Ral, Crackling Wit</b> <span>2UR</span> </div> <div>           Legendary Planeswalker -- Ral         </div> <div> <p>Whenever you cast a noncreature spell, put a loyalty counter on Ral.</p> <p>[+1]: Create a 1/1 blue and red Otter creature token with prowess.</p> <p>[-3]: Draw three cards, then discard two cards.</p> <p>[-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm."</p> <p>(Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.)</p> <p>[sideboard]</p> </div> <div> <div>L 4</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Redcap Melee</b> <span>R</span> </div> <div>Instant</div> <div> <p>Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Rending Volley</b> <span>R</span> </div> <div>Instant</div> <div> <p>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <div> <div> <b>Spell Pierce</b> <div>U</div> </div> <div> Instant </div> <div> Counter target noncreature spell unless its controller pays {2}. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Spell Pierce</b> <div>U</div> </div> <div> Instant </div> <div> Counter target noncreature spell unless its controller pays {2}. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Sweltering Suns</b> <div>1R R</div> </div> <div> Sorcery </div> <div> Sweltering Suns deals 3 damage to each creature.<br/> Cycling {3} ({3}, Discard this card: Draw a card.) </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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