

Aetherize 3U Instant Return all attacking creatures to their owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aetherize 3U Instant Return all attacking creatures to their owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Agate Assault 2R Sorcery Choose one -- * Agate Assault deals 4 damage to target creature. If that creature would die this turn, exile it instead. * Exile target artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Agate Assault 2R Sorcery Choose one -- * Agate Assault deals 4 damage to target creature. If that creature would die this turn, exile it instead. * Exile target artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Conduct Electricity 4R Instant Conduct Electricity deals 6 damage to target creature and 2 damage to up to one target creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Conduct Electricity 4R Instant Conduct Electricity deals 6 damage to target creature and 2 damage to up to one target creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Essence Scatter 1 U Instant Counter target creature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opt 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 PLAYbotbox.dev

Otterball Antics ①② Sorcery Create a 1/1 blue and red Otter creature token with prowess. If this spell was cast from anywhere other than your hand, put a +1/+1 counter on that creature. (Whenever you cast a noncreature spell, a creature with prowess gets +1/+1 until end of turn.) Flashback {3}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pearl of Wisdom ②② Sorcery This spell costs {1} less to cast if you control an Otter. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pearl of Wisdom ②② Sorcery This spell costs {1} less to cast if you control an Otter. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pearl of Wisdom ②② Sorcery This spell costs {1} less to cast if you control an Otter. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pearl of Wisdom ②② Sorcery This spell costs {1} less to cast if you control an Otter. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rabid Gnaw ①① Instant Target creature you control gets +1/+0 until end of turn. Then it deals damage equal to its power to target creature you don't control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rabid Gnaw ①① Instant Target creature you control gets +1/+0 until end of turn. Then it deals damage equal to its power to target creature you don't control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ral, Crackling Wit ②②① Legendary Planeswalker -- Ral Whenever you cast a noncreature spell, put a loyalty counter on Ral. [+1]: Create a 1/1 blue and red Otter creature token with prowess. [-3]: Draw three cards, then discard two cards. [-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm." (Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.) L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Spree (Choose one or more additional costs.)

+ {2} -- Exchange control of two target creatures.

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+ {1} -- Exchange control of two
target artifacts.
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+ {1} -- Exchange control of two target enchantments.

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Shock deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Shock deals 2 damage to any target.

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Choose one --

* Counter target spell.

* Surveil 2, then draw two cards.
(To surveil 2, look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

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* Counter target spell.

* Surveil 2, then draw two cards.

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U R

Haste

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

Instant and sorcery spells you cast cost {1} less to cast.

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Stormcatch Mentor U R Creature -- Otter Wizard Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Instant and sorcery spells you cast cost {1} less to cast. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stormchaser's Talent U Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 1/1 blue and red Otter creature token with prowess. {3}{U}: Level 2 When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand. {5}{U}: Level 3 Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stormchaser's Talent U Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 1/1 blue and red Otter creature token with prowess. {3}{U}: Level 2 When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand. {5}{U}: Level 3 Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stormchaser's Talent U Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 1/1 blue and red Otter creature token with prowess. {3}{U}: Level 2 When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand. {5}{U}: Level 3 Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Temple of Epiphany Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of Epiphany Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thundering Falls Land -- Island Mountain {T}: Add {U} or {R}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thundering Falls Land -- Island Mountain {T}: Add {U} or {R}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valley Floodcaller (2)(U) Creature -- Otter Wizard Flash You may cast noncreature spells as though they had flash. Whenever you cast a noncreature spell, Birds, Frogs, Otters, and Rats you control get +1/+1 until end of turn. Untap them. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valley Floodcaller (2)(U) Creature -- Otter Wizard Flash You may cast noncreature spells as though they had flash. Whenever you cast a noncreature spell, Birds, Frogs, Otters, and Rats you control get +1/+1 until end of turn. Untap them. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valley Floodcaller (2)(U) Creature -- Otter Wizard Flash You may cast noncreature spells as though they had flash. Whenever you cast a noncreature spell, Birds, Frogs, Otters, and Rats you control get +1/+1 until end of turn. Untap them. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valley Floodcaller (2)(U) Creature -- Otter Wizard Flash You may cast noncreature spells as though they had flash. Whenever you cast a noncreature spell, Birds, Frogs, Otters, and Rats you control get +1/+1 until end of turn. Untap them. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Annu1 (U) Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Annu1 (U) Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anzrag's Rampage (3)(R)(R) Sorcery Destroy all artifacts you don't control, then exile the top X cards of your library, where X is the number of artifacts that were put into graveyards from the battlefield this turn. You may put a creature card exiled this way onto the battlefield. It gains haste. Return it to your hand at the beginning of the next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anzrag's Rampage (3)(R)(R) Sorcery Destroy all artifacts you don't control, then exile the top X cards of your library, where X is the number of artifacts that were put into graveyards from the battlefield this turn. You may put a creature card exiled this way onto the battlefield. It gains haste. Return it to your hand at the beginning of the next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Asinine Antics 2UUU Sorcery You may cast this spell as though it had flash if you pay {2} more to cast it. For each creature your opponents control, create a Cursed Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature is 1/1.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Asinine Antics 2UUU Sorcery You may cast this spell as though it had flash if you pay {2} more to cast it. For each creature your opponents control, create a Cursed Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature is 1/1.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Essence Scatter 1U Instant Counter target creature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Slumber Party 4UUU Sorcery Return all creatures to their owners' hands. For each opponent who controlled a creature returned this way, you create two 1/1 blue Faerie creature tokens with flying and "This token can block only creatures with flying." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Feldon's Cane 1 Artifact {T}, Exile this artifact: Shuffle your graveyard into your library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Feldon's Cane 1 Artifact {T}, Exile this artifact: Shuffle your graveyard into your library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fire Magic R 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 PLAYbotbox.dev	Fire Magic R 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 PLAYbotbox.dev

Ghost Vacuum 1 Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ill-Timed Explosion 2UR Sorcery Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern 1 Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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