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| <div><div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                   | <div><div><div><b>Cavern of Souls</b></div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                            | <div><div><div><b>Cavern of Souls</b></div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>          | <div><div><div><b>Cori-Steel Cutter</b><div><div>1</div><div>R</div></div></div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+1 and has trample and haste.<br/>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)<br/>Equip {1}{R}</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div><b>Cori-Steel Cutter</b><div><div>1</div><div>R</div></div></div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+1 and has trample and haste.<br/>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)<br/>Equip {1}{R}</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Cori-Steel Cutter</b><div><div>1</div><div>R</div></div></div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+1 and has trample and haste.<br/>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)<br/>Equip {1}{R}</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Coruscation Mage</b><div><div>1</div><div>R</div></div></div><div>Token Creature -- Otter Wizard</div><div>Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent.<br/>(This token's mana cost is {1}{R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div><div><div>1/1</div></div></div> | <div><div><div><b>Coruscation Mage</b><div><div>1</div><div>R</div></div></div><div>Token Creature -- Otter Wizard</div><div>Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent.<br/>(This token's mana cost is {1}{R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div><div><div>1/1</div></div></div>                                                                                                                                                   |

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| <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.)<br/>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>Expressive Iteration</div><div>UR</div></div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Expressive Iteration</div><div>UR</div></div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Expressive Iteration</div><div>UR</div></div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Fabled Passage</div></div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                         | <div><div><div>Flare of Denial</div><div>1UU</div></div><div>Instant</div><div>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.<br/>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div><div>Flare of Denial</div><div>1UU</div></div><div>Instant</div><div>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.<br/>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div><div>Flare of Denial</div><div>1UU</div></div><div>Instant</div><div>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.<br/>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   |

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| <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Into the Flood Maw</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           |
| <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                             | <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                            | <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                | <div><div><div>Manamorphose</div><div>1R/G</div></div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Manamorphose</div><div>1R/G</div></div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Manamorphose</div><div>1R/G</div></div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mistrise Village</div></div><div>Land</div><div>This land enters tapped unless you control a Mountain or a Forest.<br/>{T}: Add {U}.<br/>{U}, {T}: The next spell you cast this turn can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 |

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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>(<b>{T}</b>): Add <b>{R}</b>.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                  | <div><div><div>Preordain</div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Preordain</div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Preordain</div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Preordain</div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/><b>{T}</b>: Add <b>{U}</b> or <b>{R}</b>.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/><b>{T}</b>: Add <b>{U}</b> or <b>{R}</b>.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>(<b>{T}</b>): Add <b>{U}</b> or <b>{R}</b>.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   |

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| <b>Steam Vents</b><br>Land -- Island Mountain<br>({T}: Add {U} or {R}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                                                                           | <b>Stormcarved Coast</b><br>Land<br>This land enters tapped unless you control two or more other lands.<br>{T}: Add {U} or {R}.                                                                                                                                                                                                                                                                                                                                                 | <b>Stormcarved Coast</b><br>Land<br>This land enters tapped unless you control two or more other lands.<br>{T}: Add {U} or {R}.                                                                                                                                                                                                                                                                                                                                                 | <b>Stormcatch Mentor</b> <b>U</b> <b>R</b><br>Creature -- Otter Wizard<br>Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br>Instant and sorcery spells you cast cost {1} less to cast.                                                                                                                                                                                                                                   |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                            | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                              | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                              | <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                               |
| <b>Stormcatch Mentor</b> <b>U</b> <b>R</b><br>Creature -- Otter Wizard<br>Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br>Instant and sorcery spells you cast cost {1} less to cast. | <b>Stormchaser's Talent</b> <b>U</b><br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br>{3}{U}: Level 2<br>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br>{5}{U}: Level 3<br>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess. | <b>Stormchaser's Talent</b> <b>U</b><br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br>{3}{U}: Level 2<br>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br>{5}{U}: Level 3<br>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess. | <b>Stormchaser's Talent</b> <b>U</b><br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br>{3}{U}: Level 2<br>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br>{5}{U}: Level 3<br>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess. |
| <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                             | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                              | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                              | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                              |

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| <div> <b>Stormchaser's Talent</b> <div>U</div> </div> <div>           Enchantment -- Class         </div> <div> <p>(Gain the next level as a sorcery to add its ability.)</p> <p>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.</p> <p>{3}{U}: Level 2</p> <p>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.</p> <p>{5}{U}: Level 3</p> <p>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</p> </div> <div> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Thundering Falls</b> </div> <div>           Land -- Island Mountain         </div> <div> <p>{T}: Add {U} or {R}.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                | <div> <b>Thundertrap Trainer</b> <div>1U</div> </div> <div>           Creature -- Otter Wizard         </div> <div> <p>Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)</p> <p>When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Thundertrap Trainer</b> <div>1U</div> </div> <div>           Creature -- Otter Wizard         </div> <div> <p>Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)</p> <p>When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Thundertrap Trainer</b> <div>1U</div> </div> <div>           Creature -- Otter Wizard         </div> <div> <p>Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)</p> <p>When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                    | <div> <b>Valley Floodcaller</b> <div>2U</div> </div> <div>           Creature -- Otter Wizard         </div> <div> <p>Flash</p> <p>You may cast noncreature spells as though they had flash.</p> <p>Whenever you cast a noncreature spell, Birds, Frogs, Otters, and Rats you control get +1/+1 until end of turn. Untap them.</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Valley Floodcaller</b> <div>2U</div> </div> <div>           Creature -- Otter Wizard         </div> <div> <p>Flash</p> <p>You may cast noncreature spells as though they had flash.</p> <p>Whenever you cast a noncreature spell, Birds, Frogs, Otters, and Rats you control get +1/+1 until end of turn. Untap them.</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                      | <div> <b>Valley Floodcaller</b> <div>2U</div> </div> <div>           Creature -- Otter Wizard         </div> <div> <p>Flash</p> <p>You may cast noncreature spells as though they had flash.</p> <p>Whenever you cast a noncreature spell, Birds, Frogs, Otters, and Rats you control get +1/+1 until end of turn. Untap them.</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                      |

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| <b>Valley Floodcaller</b> (2)(U)<br><hr/> Creature -- Otter Wizard<br><hr/> Flash<br>You may cast noncreature spells as though they had flash.<br>Whenever you cast a noncreature spell, Birds, Frogs, Otters, and Rats you control get +1/+1 until end of turn. Untap them.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Wizard's Staff</b> (1)(U)<br><hr/> Artifact -- Equipment<br><hr/> Equipped creature has prowess.<br>(Whenever its controller casts a noncreature spell, that creature gets +1/+1 until end of turn.)<br>If a triggered ability of equipped creature triggers, that ability triggers an additional time.<br>Equip Wizard {1}<br>Equip {3}<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Wizard's Staff</b> (1)(U)<br><hr/> Artifact -- Equipment<br><hr/> Equipped creature has prowess.<br>(Whenever its controller casts a noncreature spell, that creature gets +1/+1 until end of turn.)<br>If a triggered ability of equipped creature triggers, that ability triggers an additional time.<br>Equip Wizard {1}<br>Equip {3}<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Wizard's Staff</b> (1)(U)<br><hr/> Artifact -- Equipment<br><hr/> Equipped creature has prowess.<br>(Whenever its controller casts a noncreature spell, that creature gets +1/+1 until end of turn.)<br>If a triggered ability of equipped creature triggers, that ability triggers an additional time.<br>Equip Wizard {1}<br>Equip {3}<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Abrade</b> (1)(R)<br><hr/> Instant<br><hr/> Choose one --<br>* Abrade deals 3 damage to target creature.<br>* Destroy target artifact.<br><br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                | <b>Brotherhood's End</b> (1)(R)(R)<br><hr/> Sorcery<br><hr/> Choose one --<br>* Brotherhood's End deals 3 damage to each creature and each planeswalker.<br>* Destroy all artifacts with mana value 3 or less.<br><br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                           | <b>Disdainful Stroke</b> (1)(U)<br><hr/> Instant<br><hr/> Counter target spell with mana value 4 or greater.<br><br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                             | <b>Disdainful Stroke</b> (1)(U)<br><hr/> Instant<br><hr/> Counter target spell with mana value 4 or greater.<br><br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                             |

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| <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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Meltdown</div><div>X R</div></div> <div>Sorcery</div> <div>Destroy each artifact with mana value X or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                           | <div><div>Season of the Bold</div><div>3 R R</div></div> <div>Sorcery</div> <div>Choose up to five {P} worth of modes. You may choose the same mode more than once.<br/>{P} -- Create a tapped Treasure token.<br/>{P}{P} -- Exile the top two cards of your library. Until the end of your next turn, you may play them.<br/>{P}{P}{P} -- Until the end of your next turn, whenever you cast a spell, Season of the Bold deals 2 damage to up to one target creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Skullcrack</div><div>1 R</div></div> <div>Instant</div> <div>Players can't gain life this turn. Damage can't be prevented this turn. Skullcrack deals 3 damage to target player or planeswalker.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                           | <div><div>Tishana's Tidebinder</div><div>2 U</div></div> <div>Creature -- Merfolk Wizard</div> <div>Flash<br/>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>      | <div><div>Tishana's Tidebinder</div><div>2 U</div></div> <div>Creature -- Merfolk Wizard</div> <div>Flash<br/>When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Wildfire Howl</div><div>1 R R</div></div> <div>Sorcery</div> <div>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)<br/>Wildfire Howl deals 2 damage to each creature. If the gift was promised, instead Wildfire Howl deals 1 damage to any target and 2 damage to each creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                              |

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| <div> <div>Wildfire Howl</div> <div> <div>1</div> <div>R</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)</p> <p>Wildfire Howl deals 2 damage to each creature. If the gift was promised, instead Wildfire Howl deals 1 damage to any target and 2 damage to each creature.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Witchstalker Frenzy</div> <div> <div>3</div> <div>R</div> </div> </div> <div>Instant</div> <div> <p>This spell costs {1} less to cast for each creature that attacked this turn.</p> <p>Witchstalker Frenzy deals 5 damage to target creature.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Witchstalker Frenzy</div> <div> <div>3</div> <div>R</div> </div> </div> <div>Instant</div> <div> <p>This spell costs {1} less to cast for each creature that attacked this turn.</p> <p>Witchstalker Frenzy deals 5 damage to target creature.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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