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| <div> <div>Cori-Steel Cutter</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature gets +1/+1 and has trample and haste.</p> <p>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.)</p> <p>Equip {1}{R}</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                     | <div> <div>Cori-Steel Cutter</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature gets +1/+1 and has trample and haste.</p> <p>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.)</p> <p>Equip {1}{R}</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                     | <div> <div>Cori-Steel Cutter</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature gets +1/+1 and has trample and haste.</p> <p>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.)</p> <p>Equip {1}{R}</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                     | <div> <div>Cori-Steel Cutter</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature gets +1/+1 and has trample and haste.</p> <p>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.)</p> <p>Equip {1}{R}</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>           |
| <div> <div>Drake Hatcher</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Creature -- Human Wizard</div> <div> <p>Vigilance, prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>Whenever this creature deals combat damage to a player, put that many incubation counters on it.</p> <p>Remove three incubation counters from this creature: Create a 2/2 blue Drake creature token with flying.</p> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Drake Hatcher</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Creature -- Human Wizard</div> <div> <p>Vigilance, prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>Whenever this creature deals combat damage to a player, put that many incubation counters on it.</p> <p>Remove three incubation counters from this creature: Create a 2/2 blue Drake creature token with flying.</p> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Drake Hatcher</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Creature -- Human Wizard</div> <div> <p>Vigilance, prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>Whenever this creature deals combat damage to a player, put that many incubation counters on it.</p> <p>Remove three incubation counters from this creature: Create a 2/2 blue Drake creature token with flying.</p> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Into the Flood Maw</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>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.)</p> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <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>Monstrous Rage</div><div>Instant</div><div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Monstrous Rage</div><div>Instant</div><div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     |
| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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.)<br/>Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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.)<br/>Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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.)<br/>Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <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.)<br/>Draw a card.</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>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>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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Roaring Furnace</div><div>Enchantment -- Room</div><div>When you unlock this door, this Room deals damage equal to the number of cards in your hand to target creature an opponent controls.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>-----<br/>- - - RIGHT HALF - - -</div><div><div>Steaming Sauna</div><div>Enchantment -- Room</div><div>You have no maximum hand size.<br/>At the beginning of your end step, draw a card.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Roiling Dragonstorm</div><div>Enchantment</div><div>When this enchantment enters, draw two cards, then discard a card.<br/>When a Dragon you control enters, return this enchantment to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   |

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| <div><div>Sleight of Hand</div><div>Sorcery</div><div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sleight of Hand</div><div>Sorcery</div><div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sleight of Hand</div><div>Sorcery</div><div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<div>{T}: Add {U} or {R}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                      |

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| <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               | <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               | <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               | <div><div>Stock Up<div>2U</div></div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                          |
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| <div> <b>Stormchaser's Talent</b> <span>U</span> </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Stormchaser's Talent</b> <span>U</span> </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Stormchaser's Talent</b> <span>U</span> </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>This Town Ain't Big Enough</b> <span>4U</span> </div> <div> Instant </div> <div> <p>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                |
| <div> <b>This Town Ain't Big Enough</b> <span>4U</span> </div> <div> Instant </div> <div> <p>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                               | <div> <b>Thundertrap Trainer</b> <span>1U</span> </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                     | <div> <b>Torch the Tower</b> <span>R</span> </div> <div> Instant </div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>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.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                | <div> <b>Torch the Tower</b> <span>R</span> </div> <div> Instant </div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>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.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div> <b>Torch the Tower</b> <span>(R)</span> </div> <div> Instant </div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>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.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Vivi Ornitier</b> <span>(1)(U)(R)</span> </div> <div> Legendary Creature -- Wizard </div> <div> <p>{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.</p> <p>Whenever you cast a noncreature spell, put a +1/+1 counter on Vivi Ornitier and it deals 1 damage to each opponent.</p> </div> <div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Vivi Ornitier</b> <span>(1)(U)(R)</span> </div> <div> Legendary Creature -- Wizard </div> <div> <p>{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.</p> <p>Whenever you cast a noncreature spell, put a +1/+1 counter on Vivi Ornitier and it deals 1 damage to each opponent.</p> </div> <div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Vivi Ornitier</b> <span>(1)(U)(R)</span> </div> <div> Legendary Creature -- Wizard </div> <div> <p>{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.</p> <p>Whenever you cast a noncreature spell, put a +1/+1 counter on Vivi Ornitier and it deals 1 damage to each opponent.</p> </div> <div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Abrade</b> <span>(1)(R)</span> </div> <div> Instant </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Abrade deals 3 damage to target creature.</li> <li>* Destroy target artifact.</li> </ul> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                              | <div> <b>Disdainful Stroke</b> <span>(1)(U)</span> </div> <div> Instant </div> <div> <p>Counter target spell with mana value 4 or greater.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                             | <div> <b>Fresh Start</b> <span>(1)(U)</span> </div> <div> Enchantment -- Aura </div> <div> <p>Flash</p> <p>Enchant creature</p> <p>Enchanted creature gets -5/-0 and loses all abilities.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                              | <div> <b>Lithomantic Barrage</b> <span>(R)</span> </div> <div> Sorcery </div> <div> <p>This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                            |

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| <div>Lithomantic Barrage (R)</div> <div>Sorcery</div> <div> <p>This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>          | <div>Ral, Crackling Wit (2UR)</div> <div>Legendary Planeswalker -- Ral</div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Ral, Crackling Wit (2UR)</div> <div>Legendary Planeswalker -- Ral</div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Roaring Furnace (1R)</div> <div>Enchantment -- Room</div> <div> <p>When you unlock this door, this Room deals damage equal to the number of cards in your hand to target creature an opponent controls. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> <p>[sideboard]</p> </div> <div>----- RIGHT HALF -----</div> <div>Steaming Sauna (3UU)</div> <div>Enchantment -- Room</div> <div> <p>You have no maximum hand size. At the beginning of your end step, draw a card. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Soul-Guide Lantern (1)</div> <div>Artifact</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Soul-Guide Lantern (1)</div> <div>Artifact</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                     | <div>Spell Pierce (U)</div> <div>Instant</div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                         | <div>Spell Pierce (U)</div> <div>Instant</div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |

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| <div> <div> <div>Twinmaw Stormbrood</div> <div> <div>5</div> <div>W</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <div>Flying</div> <div>When this creature enters, you gain 5 life.</div> <div>[sideboard]</div> </div> <div> <div>5/4</div> </div> <div> <div>----- ADVENTURE -----</div> <div> <div>Charring Bite</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Sorcery -- Omen</div> <div>Charring Bite deals 5 damage to target creature without flying. (Then shuffle this card into its owner's library.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div></div> | <div> <div> <div>Unable to Scream</div> <div> <div>U</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.</div> <div>As long as enchanted creature is face down, it can't be turned face up.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <div>Unable to Scream</div> <div> <div>U</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.</div> <div>As long as enchanted creature is face down, it can't be turned face up.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |  |
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