

① R

Choose one --

- * Abrade deals 3 damage to target creature.
- * Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Equipped creature gets +1/+1 and has trample and haste.

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.)

Equip {1}{R}

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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.

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$$(\{T\}: \text{Add } \{U\}.)$$

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Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Rage Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Rage Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. 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
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Riverpyre Verge

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Roaring Furnace (1) (R)

Enchantment -- Room

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.)

- - - RIGHT HALF - - -

Steaming Sauna (3UU)

Enchantment -- Room

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
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Roaring Furnace ①®

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Shivan Reef

Land

{T}: Add {C}.
{T}: Add {U} or {R}. This land deals
1 damage to you.

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Sleight of Hand

U

Sorcery

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.

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Spirebluff Canal

Land

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

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Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Stock Up Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stormchaser's Talent 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 PLAYbotbox.dev	Stormchaser's Talent 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 PLAYbotbox.dev	Stormchaser's Talent 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 PLAYbotbox.dev

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Thundertrap Trainer 1U Creature -- Otter Wizard 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.) 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thundertrap Trainer 1U Creature -- Otter Wizard 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.) 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) 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. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) 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. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
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.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

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① U R

{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.

Whenever you cast a noncreature spell, put a +1/+1 counter on Vivi Ornitier and it deals 1 damage to each opponent.

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① R

Choose one --

- * Abrade deals 3 damage to target creature.
- * Destroy target artifact.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target spell with mana value 4 or greater.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Fiery Annihilation deals 5 damage to target creature. Exile up to one target Equipment attached to that creature. If that creature would die this turn, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UU

Choose one --

- * Counter target creature or enchantment spell.
- * Return one or two target creatures and/or enchantments you own to your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target noncreature spell.

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① R

Pyroclasm deals 2 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2UR

Whenever you cast a noncreature spell, put a loyalty counter on Ral.
 [+1]: Create a 1/1 blue and red Other 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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell
unless its controller pays {2}.

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Sunspine Lynx2RR Creature -- Elemental Cat Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunspine Lynx2RR Creature -- Elemental Cat Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunspine Lynx2RR Creature -- Elemental Cat Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	