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| <div><div>Drake Hatcher</div><div><div>1</div><div>U</div></div></div> <div><div>Creature -- Human Wizard</div><div>Vigilance, prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Whenever this creature deals combat damage to a player, put that many incubation counters on it.<br/>Remove three incubation counters from this creature: Create a 2/2 blue Drake creature token with flying.</div><div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Drake Hatcher</div><div><div>1</div><div>U</div></div></div> <div><div>Creature -- Human Wizard</div><div>Vigilance, prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Whenever this creature deals combat damage to a player, put that many incubation counters on it.<br/>Remove three incubation counters from this creature: Create a 2/2 blue Drake creature token with flying.</div><div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Into the Flood Maw</div><div><div>U</div></div></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>Into the Flood Maw</div><div><div>U</div></div></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>Into the Flood Maw</div><div><div>U</div></div></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>Island</div></div> <div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                  | <div><div>Island</div></div> <div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                               | <div><div>Island</div></div> <div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                               |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      | <div><div>Monastery Swiftspear</div><div>Creature -- Human Monk</div><div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Monastery Swiftspear</div><div>Creature -- Human Monk</div><div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      |
| <div><div>Monastery Swiftspear</div><div>Creature -- Human Monk</div><div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Monastery Swiftspear</div><div>Creature -- Human Monk</div><div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Monstrous Rage</div><div><div>R</div></div></div> <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Monstrous Rage</div><div><div>R</div></div></div> <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                          | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                          |
| <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                              | <div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                              | <div><div>Opt</div><div><div>U</div></div></div> <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Opt</div><div><div>U</div></div></div> <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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>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>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>                   | <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>                   |

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Creature -- Bird Wizard

Flying, haste  
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.  
Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Creature -- Bird Wizard

Flying, haste  
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.  
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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 6/10 - 8 cards - 2.5 x 3.5 in each

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div>(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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div>(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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div>(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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stormchaser's Talent</div><div>Enchantment -- Class</div><div>(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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Drake Hatcher</div><div>Creature -- Human Wizard</div><div>Vigilance, prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Whenever this creature deals combat damage to a player, put that many incubation counters on it.<br/>Remove three incubation counters from this creature: Create a 2/2 blue Drake creature token with flying.</div><div>[sideboard]</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           | <div><div>Ghost Vacuum</div><div>Artifact</div><div>{T}: Exile target card from a graveyard.<br/>{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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     | <div><div>Ghost Vacuum</div><div>Artifact</div><div>{T}: Exile target card from a graveyard.<br/>{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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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.)<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>                                                       |

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| <div><div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>              | <div><div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>              | <div><div><div>Ral, Crackling Wit</div><div><div>2</div><div>U</div><div>R</div></div></div><div>Legendary Planeswalker -- Ral</div><div>Whenever you cast a noncreature spell, put a loyalty counter on Ral.<br/>[+1]: Create a 1/1 blue and red Otter creature token with prowess.<br/>[-3]: Draw three cards, then discard two cards.<br/>[-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm."<br/>(Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div><div><div>L</div><div>4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ral, Crackling Wit</div><div><div>2</div><div>U</div><div>R</div></div></div><div>Legendary Planeswalker -- Ral</div><div>Whenever you cast a noncreature spell, put a loyalty counter on Ral.<br/>[+1]: Create a 1/1 blue and red Otter creature token with prowess.<br/>[-3]: Draw three cards, then discard two cards.<br/>[-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm."<br/>(Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div><div><div>L</div><div>4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Spell Pierce</div><div><div>U</div></div></div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Spell Pierce</div><div><div>U</div></div></div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Sunspine Lynx</div><div><div>2</div><div>R</div><div>R</div></div></div><div>Creature -- Elemental Cat</div><div>Players can't gain life.<br/>Damage can't be prevented.<br/>When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.</div><div>[sideboard]</div><div><div>5/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                              | <div><div><div>Sunspine Lynx</div><div><div>2</div><div>R</div><div>R</div></div></div><div>Creature -- Elemental Cat</div><div>Players can't gain life.<br/>Damage can't be prevented.<br/>When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.</div><div>[sideboard]</div><div><div>5/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                              |

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| <div> <div>Torch the Tower</div> <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>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Torch the Tower</div> <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>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Witchstalker Frenzy</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> </div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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