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| <div> <b>Abrade</b> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div>Choose one --<br/> * Abrade deals 3 damage to target creature.<br/> * Destroy target artifact.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                              | <div> <b>Astrologian's Planisphere</b> <div> <div>1</div> <div>U</div> </div> </div> <div>Artifact -- Equipment</div> <div>Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.)<br/> Equipped creature is a Wizard in addition to its other types and has "Whenever you cast a noncreature spell and whenever you draw your third card each turn, put a +1/+1 counter on this creature."<br/> Diana -- Equip {2}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                    | <div> <b>Drake Hatcher</b> <div> <div>1</div> <div>U</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>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <b>Drake Hatcher</b> <div> <div>1</div> <div>U</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>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

Playtest cards - fazparte - Standard (Standard League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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| <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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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.)<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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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>Mountain</div><div></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> <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> <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> | <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><div>Riverpyre Verge</div><div>Land</div><div><div>{T}: Add {R}.</div><div>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | <div><div><div>Riverpyre Verge</div><div>Land</div><div><div>{T}: Add {R}.</div><div>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Riverpyre Verge</div><div>Land</div><div><div>{T}: Add {R}.</div><div>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Riverpyre Verge</div><div>Land</div><div><div>{T}: Add {R}.</div><div>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Roaring Furnace</div><div>Enchantment -- Room</div><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.</div><div>(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><div><div>-----</div><div>RIGHT HALF</div></div><div><div>Steaming Sauna</div><div>Enchantment -- Room</div><div><div>You have no maximum hand size.</div><div>At the beginning of your end step, draw a card.</div><div>(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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div>Shivan Reef</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {R}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                   | <div><div><div>Shivan Reef</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {R}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                   | <div><div><div>Shivan Reef</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {R}. This land deals 1 damage to you.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                   |

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| <div><div><div>Shivan Reef</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {R}. This land deals 1 damage to you.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                      | <div><div><div>Sleight of Hand</div><div>Sorcery</div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Sleight of Hand</div><div>Sorcery</div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Sleight of Hand</div><div>Sorcery</div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Sleight of Hand</div><div>Sorcery</div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Spirebluff Canal</div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                      | <div><div><div>Spirebluff Canal</div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                      | <div><div><div>Spirebluff Canal</div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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>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>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> | <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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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>4/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                           | <div> <b>Enduring Curiosity</b> <span>(2)(U)(U)</span> </div> <div> Enchantment Creature -- Cat Glimmer </div> <div> <p>Flash</p> <p>Whenever a creature you control deals combat damage to a player, draw a card.</p> <p>When Enduring Curiosity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</p> <p>[sideboard]</p> </div> <div> <div>4/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Enduring Curiosity</b> <span>(2)(U)(U)</span> </div> <div> Enchantment Creature -- Cat Glimmer </div> <div> <p>Flash</p> <p>Whenever a creature you control deals combat damage to a player, draw a card.</p> <p>When Enduring Curiosity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</p> <p>[sideboard]</p> </div> <div> <div>4/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Get Out</b> <span>(U)(U)</span> </div> <div> Instant </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target creature or enchantment spell.</li> <li>* Return one or two target creatures and/or enchantments you own to your hand.</li> </ul> <p>[sideboard]</p> </div> <div> <div>4/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                               |

Playtest cards - fazparte - Standard (Standard League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

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

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| <div> <div>Get Out</div> <div> <div>U</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target creature or enchantment spell.</li> <li>* Return one or two target creatures and/or enchantments you own to your hand.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Ghost Vacuum</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div> <p>{T}: Exile target card from a graveyard.</p> <p>{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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Lithomantic Barrage</div> <div> <div>R</div> </div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                          | <div> <div>Lithomantic Barrage</div> <div> <div>R</div> </div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                          |
| <div> <div>Negate</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Counter target noncreature spell.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                        | <div> <div>Pyroclasm</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>Pyroclasm deals 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>Ral, Crackling Wit</div> <div> <div>2</div> <div>U</div> <div>R</div> </div> </div> <div>Legendary Planeswalker -- Ral</div> <div> <p>Whenever you cast a noncreature spell, put a loyalty counter on Ral.</p> <p>[+1]: Create a 1/1 blue and red Otter creature token with prowess.</p> <p>[-3]: Draw three cards, then discard two cards.</p> <p>[-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm."</p> <p>(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</div> <div>4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</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> <p>Whenever you cast a noncreature spell, put a loyalty counter on Ral.</p> <p>[+1]: Create a 1/1 blue and red Otter creature token with prowess.</p> <p>[-3]: Draw three cards, then discard two cards.</p> <p>[-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm."</p> <p>(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</div> <div>4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - fazparte - Standard (Standard League)

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| <div> <div>Roaring Furnace<span>1R</span></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.</p> <p>(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> <div>Steaming Sauna<span>3UU</span></div> <div>Enchantment -- Room</div> <div> <p>You have no maximum hand size. At the beginning of your end step, draw a card.</p> <p>(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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Spell Pierce<span>U</span></div> <div>Instant</div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Unable to Scream<span>U</span></div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature</p> <p>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.</p> <p>As long as enchanted creature is face down, it can't be turned face up.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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