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Choose one --

- \* Destroy target artifact.

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You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.

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When this creature enters, discard a card, then draw a card.

**Delirium** -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.

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| <div><div><div>Fear of Missing Out</div><div>①②</div></div><div>Enchantment Creature -- Nightmare</div><div>When this creature enters, discard a card, then draw a card.<br/>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div><div>Fear of Missing Out</div><div>①②</div></div><div>Enchantment Creature -- Nightmare</div><div>When this creature enters, discard a card, then draw a card.<br/>Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Into the Flood Maw</div><div>③</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><div>Into the Flood Maw</div><div>④</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><div>Into the Flood Maw</div><div>⑤</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><div>Island</div></div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                             | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                    | <div><div><div>Island</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>Marauding Mako</div><div>Creature -- Shark Pirate</div><div>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Marauding Mako</div><div>Creature -- Shark Pirate</div><div>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div><div>Riverpyre Verge</div><div>Land</div><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><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><div>{T}: Add {R}.</div><div>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div></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><div>{T}: Add {R}.</div><div>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div></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><div>{T}: Add {R}.</div><div>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>          |
| <div><div><div>Soulstone Sanctuary</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div></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><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><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><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><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><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <div>Vivi Ornitier</div> <div> <div>1</div> <div>U</div> <div>R</div> </div> </div> <div> <div> <div>Legendary Creature -- Wizard</div> <div> <div>{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.</div> <div>Whenever you cast a noncreature spell, put a +1/+1 counter on Vivi Ornitier and it deals 1 damage to each opponent.</div> </div> </div> <div> <div> <div>0/3</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> | <div> <div>Vivi Ornitier</div> <div> <div>1</div> <div>U</div> <div>R</div> </div> </div> <div> <div> <div>Legendary Creature -- Wizard</div> <div> <div>{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.</div> <div>Whenever you cast a noncreature spell, put a +1/+1 counter on Vivi Ornitier and it deals 1 damage to each opponent.</div> </div> </div> <div> <div> <div>0/3</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> | <div> <div>Vivi Ornitier</div> <div> <div>1</div> <div>U</div> <div>R</div> </div> </div> <div> <div> <div>Legendary Creature -- Wizard</div> <div> <div>{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.</div> <div>Whenever you cast a noncreature spell, put a +1/+1 counter on Vivi Ornitier and it deals 1 damage to each opponent.</div> </div> </div> <div> <div> <div>0/3</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> | <div> <div>Vivi Ornitier</div> <div> <div>1</div> <div>U</div> <div>R</div> </div> </div> <div> <div> <div>Legendary Creature -- Wizard</div> <div> <div>{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.</div> <div>Whenever you cast a noncreature spell, put a +1/+1 counter on Vivi Ornitier and it deals 1 damage to each opponent.</div> </div> </div> <div> <div> <div>0/3</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> |

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| <div><div><div>Winternight Stories</div><div>2U</div></div><div>Sorcery</div><div>Draw three cards. Then discard two cards unless you discard a creature card.<br/>Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Winternight Stories</div><div>2U</div></div><div>Sorcery</div><div>Draw three cards. Then discard two cards unless you discard a creature card.<br/>Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Winternight Stories</div><div>2U</div></div><div>Sorcery</div><div>Draw three cards. Then discard two cards unless you discard a creature card.<br/>Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Winternight Stories</div><div>2U</div></div><div>Sorcery</div><div>Draw three cards. Then discard two cards unless you discard a creature card.<br/>Harmonize {4}{U} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Abrade</div><div>1R</div></div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div><div>Annul</div><div>U</div></div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                               | <div><div><div>Annul</div><div>U</div></div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                               | <div><div><div>Disdainful Stroke</div><div>1U</div></div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                             |

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| <div> <div>Disdainful Stroke</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target spell with mana value 4 or greater.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                           | <div> <div>Fire Magic</div> <div> <div>R</div> </div> </div> <div>Instant</div> <div>Tiered (Choose one additional cost.)</div> <div>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.</div> <div>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.</div> <div>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Fire Magic</div> <div> <div>R</div> </div> </div> <div>Instant</div> <div>Tiered (Choose one additional cost.)</div> <div>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.</div> <div>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.</div> <div>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Nova Hellkite</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div>Creature -- Dragon</div> <div>Flying, haste</div> <div>When this creature enters, it deals 1 damage to target creature an opponent controls.</div> <div>Warp {2}{R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div> <div>[sideboard]</div> <div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Nova Hellkite</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div>Creature -- Dragon</div> <div>Flying, haste</div> <div>When this creature enters, it deals 1 damage to target creature an opponent controls.</div> <div>Warp {2}{R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div> <div>[sideboard]</div> <div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Obliterating Bolt</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</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>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>                                                                                                                                                                                                                                                                                                               |

## Torch the Tower

®

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.

[sideboard]

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[sidebar]

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## Twinmaw Stormbrood

⑤ ⑥

Creature -- Dragon

Flying  
When this creature enters, you gain 5  
life.

[sideboard]

5/4

- - - ADVENTURE - - -

## Charring Bite

①R

Sorcery - - Omen

Charring Bite deals 5 damage to target creature without flying. (Then shuffle this card into its owner's library.)

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