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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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                  | <div> <b>Agatha's Soul Cauldron</b> <div> <div>2</div> </div> </div> <div> Legendary Artifact </div> <div> 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. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Agatha's Soul Cauldron</b> <div> <div>2</div> </div> </div> <div> Legendary Artifact </div> <div> 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. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Agatha's Soul Cauldron</b> <div> <div>2</div> </div> </div> <div> Legendary Artifact </div> <div> 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. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Duelist of the Mind</b> <div> <div>1</div> <div>U</div> </div> </div> <div> Creature -- Human Advisor </div> <div> Flying, vigilance<br/> Duelist of the Mind's power is equal to the number of cards you've drawn this turn.<br/> Whenever you commit a crime, you may draw a card. If you do, discard a card. This ability triggers only once each turn. </div> <div> <div> <div>*/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <b>Duelist of the Mind</b> <div> <div>1</div> <div>U</div> </div> </div> <div> Creature -- Human Advisor </div> <div> Flying, vigilance<br/> Duelist of the Mind's power is equal to the number of cards you've drawn this turn.<br/> Whenever you commit a crime, you may draw a card. If you do, discard a card. This ability triggers only once each turn. </div> <div> <div> <div>*/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                     | <div> <b>Fear of Missing Out</b> <div> <div>1</div> <div>R</div> </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> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                        | <div> <b>Fear of Missing Out</b> <div> <div>1</div> <div>R</div> </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> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                        |

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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>2/3</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>2/3</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>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>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>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>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>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Multiversal Passage</div><div>Land</div><div>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Multiversal Passage</div><div>Land</div><div>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Multiversal Passage</div><div>Land</div><div>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</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.) 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.) 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.) 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.) Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div>Proft's Eidetic Memory</div><div>Legendary Enchantment</div><div>When Proft's Eidetic Memory enters, draw a card. You have no maximum hand size. At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Proft's Eidetic Memory</div><div>Legendary Enchantment</div><div>When Proft's Eidetic Memory enters, draw a card. You have no maximum hand size. At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Proft's Eidetic Memory ①②

### Legendary Enchantment

When Proft's Eidetic Memory enters, draw a card.  
You have no maximum hand size.  
At the beginning of combat on your turn, if you've drawn more than one card this turn, put  $X +1/+1$  counters on target creature you control, where  $X$  is the number of cards you've drawn this turn minus one.

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Quantum Riddler 3UU

Creature -- Sphinx

Flying  
When this creature enters, draw a card.  
As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.

4/6

4/6

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Quantum Riddler** (3)(U)(U)

Creature -- Sphinx

Flying  
When this creature enters, draw a card.  
As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.  
Warp {1}{U}

4/6

4/6

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Riverpyre Verge

Land

{T}: Add {R}.  
{T}: Add {U}. Activate only if you control an Island or a Mountain.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Riverpyre Verge

Land

{T}: Add {R}.  
{T}: Add {U}. Activate only if you control an Island or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Riverpyre Verge

Land

{T}: Add {R}.  
{T}: Add {U}. Activate only if you control an Island or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

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Land

This land enters tapped unless you control two or fewer other lands.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spirebluff Canal

Land

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

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## Stormchaser's Talent (U)

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.

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### Stormchaser's Talent (U)

Enchantment -- Class

```
(Gain the next level as a sorcery to
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When this Class enters, create a 1/1
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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.
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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>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> |
| <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>Vivi Ornitier</b> <span>1UR</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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                         | <div> <b>Vivi Ornitier</b> <span>1UR</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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                         | <div> <b>Vivi Ornitier</b> <span>1UR</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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                         |

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| <div> <b>Vivi Ornitier</b> <div> <div>1</div> <div>U</div> <div>R</div> </div> </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>Winternight Stories</b> <div> <div>2</div> <div>U</div> </div> </div> <div>           Sorcery         </div> <div> <p>Draw three cards. Then discard two cards unless you discard a creature card.</p> <p>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.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Winternight Stories</b> <div> <div>2</div> <div>U</div> </div> </div> <div>           Sorcery         </div> <div> <p>Draw three cards. Then discard two cards unless you discard a creature card.</p> <p>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.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Winternight Stories</b> <div> <div>2</div> <div>U</div> </div> </div> <div>           Sorcery         </div> <div> <p>Draw three cards. Then discard two cards unless you discard a creature card.</p> <p>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.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                |
| <div> <b>Abrade</b> <div> <div>1</div> <div>R</div> </div> </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> </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                      | <div> <b>Annul</b> <div> <div>U</div> </div> </div> <div>           Instant         </div> <div> <p>Counter target artifact or enchantment spell.</p> </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                         | <div> <b>Annul</b> <div> <div>U</div> </div> </div> <div>           Instant         </div> <div> <p>Counter target artifact or enchantment spell.</p> </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                         | <div> <b>Duelist of the Mind</b> <div> <div>1</div> <div>U</div> </div> </div> <div>           Creature -- Human Advisor         </div> <div> <p>Flying, vigilance</p> <p>Duelist of the Mind's power is equal to the number of cards you've drawn this turn.</p> <p>Whenever you commit a crime, you may draw a card. If you do, discard a card. This ability triggers only once each turn.</p> </div> <div>           [sideboard]         </div> <div> <div>*/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

① ②

Flash  
Enchant creature  
Enchanted creature gets -5/-0 and  
loses all abilities.

[sideboard]

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UU

Choose one --

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

[sidebar]

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UU

Choose one --

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

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

[sideboard]

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① R

Pyroclasm deals 2 damage to each creature.

[sideboard]

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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.)

[sideboard]

L 4

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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.

[sidebar]

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U

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

[sideboard]

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| <div> <div> <b>Spell Pierce</b> <span>U</span> </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> <b>Unable to Scream</b> <span>U</span> </div> <div> Enchantment -- Aura </div> <div> Enchant creature<br/> Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.<br/> As long as enchanted creature is face down, it can't be turned face up. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Unable to Scream</b> <span>U</span> </div> <div> Enchantment -- Aura </div> <div> Enchant creature<br/> Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.<br/> As long as enchanted creature is face down, it can't be turned face up. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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