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| <div><div><div>Abandon Attachments</div><div><div>1</div><div>U/R</div></div></div><div><div>Instant -- Lesson</div><div>You may discard a card. If you do, draw two cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                | <div><div><div>Abandon Attachments</div><div><div>1</div><div>U/R</div></div></div><div><div>Instant -- Lesson</div><div>You may discard a card. If you do, draw two cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                 | <div><div><div>Abandon Attachments</div><div><div>1</div><div>U/R</div></div></div><div><div>Instant -- Lesson</div><div>You may discard a card. If you do, draw two cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                 | <div><div><div>Accumulate Wisdom</div><div><div>1</div><div>U</div></div></div><div><div>Instant -- Lesson</div><div>Look at the top three cards of your library. Put one of those cards into your hand and the rest on the bottom of your library in any order. Put each of those cards into your hand instead if there are three or more Lesson cards in your graveyard.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Accumulate Wisdom</div><div><div>1</div><div>U</div></div></div><div><div>Instant -- Lesson</div><div>Look at the top three cards of your library. Put one of those cards into your hand and the rest on the bottom of your library in any order. Put each of those cards into your hand instead if there are three or more Lesson cards in your graveyard.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Boomerang Basics</div><div><div>U</div></div></div><div><div>Sorcery -- Lesson</div><div>Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Boomerang Basics</div><div><div>U</div></div></div><div><div>Sorcery -- Lesson</div><div>Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Boomerang Basics</div><div><div>U</div></div></div><div><div>Sorcery -- Lesson</div><div>Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                |

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| <div><div>Combustion Technique</div><div>Instant -- Lesson</div><div>Combustion Technique deals damage equal to 2 plus the number of Lesson cards in your graveyard to target creature. If that creature would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Combustion Technique</div><div>Instant -- Lesson</div><div>Combustion Technique deals damage equal to 2 plus the number of Lesson cards in your graveyard to target creature. If that creature would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Combustion Technique</div><div>Instant -- Lesson</div><div>Combustion Technique deals damage equal to 2 plus the number of Lesson cards in your graveyard to target creature. If that creature would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consider</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                             |
| <div><div>Consider</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              | <div><div>Consider</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              | <div><div>Consider</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              | <div><div>Cori-Steel Cutter</div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+1 and has trample and haste. Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.) Equip {1}{R}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Cori-Steel Cutter</div><div>①R</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> | <div><div><div>Cori-Steel Cutter</div><div>①R</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> | <div><div><div>Cori-Steel Cutter</div><div>①R</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> | <div><div><div>Divide by Zero</div><div>②U</div></div><div>Instant</div><div>Return target spell or permanent with mana value 1 or greater to its owner's hand.<br/>Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Divide by Zero</div><div>②U</div></div><div>Instant</div><div>Return target spell or permanent with mana value 1 or greater to its owner's hand.<br/>Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                           | <div><div><div>Divide by Zero</div><div>②U</div></div><div>Instant</div><div>Return target spell or permanent with mana value 1 or greater to its owner's hand.<br/>Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                           | <div><div><div>Divide by Zero</div><div>②U</div></div><div>Instant</div><div>Return target spell or permanent with mana value 1 or greater to its owner's hand.<br/>Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                           | <div><div><div>Firebending Lesson</div><div>R</div></div><div>Instant -- Lesson</div><div>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/>Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         |

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| <div> <div>Firebending Lesson</div> <div>Instant -- Lesson</div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                  | <div> <div>Firebending Lesson</div> <div>Instant -- Lesson</div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                  | <div> <div>Gran-Gran</div> <div>Legendary Creature -- Human Peasant Ally</div> <div> <p>Whenever Gran-Gran becomes tapped, draw a card, then discard a card. Noncreature spells you cast cost {1} less to cast as long as there are three or more Lesson cards in your graveyard.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Gran-Gran</div> <div>Legendary Creature -- Human Peasant Ally</div> <div> <p>Whenever Gran-Gran becomes tapped, draw a card, then discard a card. Noncreature spells you cast cost {1} less to cast as long as there are three or more Lesson cards in your graveyard.</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                         | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                            | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                            | <div><div>It'll Quench Ya!<div>1U</div></div><div>Instant -- Lesson</div><div>Counter target spell unless its controller pays {2}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                 |
| <div><div>Otawara, Soaring City</div><div>Legendary Land</div><div>{T}: Add {U}.<br/>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div></div> <div><div>BACK FACE</div></div> <div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div></div> <div><div>BACK FACE</div></div> <div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div></div> <div><div>BACK FACE</div></div> <div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div><div></div><div>----- BACK FACE -----</div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Riverpyre Verge</div><div>Land</div><div>{T}: Add {R}.</div><div>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Riverpyre Verge</div><div>Land</div><div>{T}: Add {R}.</div><div>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            |
| <div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div></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.</div><div>{T}: Add {U} or {R}.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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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>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                         |
| <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</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> |

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| <div><div><div>Stormchaser's Talent</div><div>U</div></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><div>Stormchaser's Talent</div><div>U</div></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><div>Stormchaser's Talent</div><div>U</div></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><div>Torch the Tower</div><div>R</div></div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>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.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</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>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>Accumulate Wisdom</div><div>1U</div></div><div>Instant -- Lesson</div><div>Look at the top three cards of your library. Put one of those cards into your hand and the rest on the bottom of your library in any order. Put each of those cards into your hand instead if there are three or more Lesson cards in your graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                               | <div><div><div>Accumulate Wisdom</div><div>1U</div></div><div>Instant -- Lesson</div><div>Look at the top three cards of your library. Put one of those cards into your hand and the rest on the bottom of your library in any order. Put each of those cards into your hand instead if there are three or more Lesson cards in your graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         |

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| <div> <div>Boomerang Basics</div> <div> <div>U</div> </div> </div> <div>Sorcery -- Lesson</div> <div> Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                   | <div> <div>Change the Equation</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Counter target spell with mana value 2 or less.</li> <li>* Counter target red or green spell with mana value 6 or less.</li> </ul> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                    | <div> <div>Change the Equation</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Counter target spell with mana value 2 or less.</li> <li>* Counter target red or green spell with mana value 6 or less.</li> </ul> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Combustion Technique</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant -- Lesson</div> <div> Combustion Technique deals damage equal to 2 plus the number of Lesson cards in your graveyard to target creature. If that creature 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>Firebending Lesson</div> <div> <div>R</div> </div> </div> <div>Instant -- Lesson</div> <div> Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/> Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Iroh's Demonstration</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery -- Lesson</div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Iroh's Demonstration deals 1 damage to each creature your opponents control.</li> <li>* Iroh's Demonstration deals 4 damage to target creature.</li> </ul> </div> <div>[sideboard]</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> Counter target noncreature spell. </div> <div>[sideboard]</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> Counter target noncreature spell. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                  |

3 U U

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

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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.)

L 4

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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.)

L 4

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