Burst Lightning {R}

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

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Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eddymurk Crab {5}{U}{U}

Creature -- Elemental Crab

Flash
This spell costs {1} less to cast for each instant and sorcery card in your graveyard.
This creature enters tapped if it's not your turn.
When this creature enters, tap up to two target creatures.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Get Out {U}{U}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hearth Elemental {5}{R}

Creature -- Elemental

This spell costs {X} less to cast, where X is the number of cards in your graveyard that are instant cards, sorcery cards, and/or have an Adventure.

4/5

- - - ADVENTURE - - -

Stoke Genius {1}{R}

Sorcery -- Adventure

Discard your hand, then draw two cards. (Then exile this card. You may cast the creature later from exile.)

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Sorcery -- Adventure

Discard your hand, then draw two cards. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heroes' Hangout {R}

Sorcery

Choose one --
* Date Night -- Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.
* Patrol Night -- One or two target creatures each get +1/+0 and gain first strike until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Impractical Joke {R}

Sorcery

Damage can't be prevented this turn. Impractical Joke deals 3 damage to up to one target creature or planeswalker.

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Sorcery

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Island

Basic Land -- Island

({T}: Add {U}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiversal Passage

Land

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
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Opt (U)

Instant

Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Draw a card.

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Prismari Charm (U)(R)

Instant

Choose one --
* Surveil 2, then draw a card.
* Prismari Charm deals 1 damage to each of one or two targets.
* Return target nonland permanent to its owner's hand.

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Playtest cards - Dusterberg, Charlie - Izzet Spellementals (LCQ - Standard - SCG CON Cinci sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sleight of Hand (U)

Sorcery

Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

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Spell Snare (U)

Instant

Counter target spell with mana value 2.

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Instant

Counter target spell with mana value 2.

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steam Vents

Land -- Island Mountain

({T}: Add {U} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunderflock {7}{U}{U}

Creature -- Elemental

This spell costs {X} less to cast, where X is the greatest mana value among Elementals you control.
Flying
When this creature enters, if you cast it, return all non-Elemental creatures to their owners' hands.

5/5

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When this creature enters, if you cast it, return all non-Elemental creatures to their owners' hands.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Traumatic Critique {X}{U}{R}

Instant

Traumatic Critique deals X damage to any target. Draw two cards, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Traumatic Critique {X}{U}{R}

Instant

Traumatic Critique deals X damage to any target. Draw two cards, then discard a card.

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Winternight Stories {2}{U}

Sorcery

Draw three cards. Then discard two cards unless you discard a creature card.
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Annul {U}

Instant

Counter target artifact or enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Broadside Barrage {1}{U}{R}

Instant

Broadside Barrage deals 5 damage to target creature or planeswalker.
Draw a card, then discard a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Get Out {U}{U}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Get Out {U}{U}

Instant

Choose one --
* Counter target creature or enchantment spell.
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Gigastorm Titan (4)(U)

Creature -- Elemental

This spell costs {3} less to cast if you've cast another spell this turn.

[sideboard]

4/4

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[sideboard]

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[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hydro-Man, Fluid Felon (U)(U)

Legendary Creature -- Elemental Villain

Whenever you cast a blue spell, if Hydro-Man is a creature, he gets +1/+1 until end of turn.
At the beginning of your end step, untap Hydro-Man. Until your next turn, he becomes a land and gains "{T}: Add {U}." (He's not a creature during that time.)

[sideboard]

2/2

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Impractical Joke (R)

Sorcery

Damage can't be prevented this turn. Impractical Joke deals 3 damage to up to one target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sear (1)(R)

Instant

Sear deals 4 damage to target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern (1)

Artifact

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Spell Pierce (U)

Instant

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

[sideboard]

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Spell Pierce (U)

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Snare (U)

Instant

Counter target spell with mana value 2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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