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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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

Playtest cards - Byrne, Simon - Izzet Spellementals (Regional Championship - SCG CON Cinci sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Get Out {U}{U}

Instant

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* Counter target creature or enchantment spell.
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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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Impractical Joke {R}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Opt (U)

Instant

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

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Pierce (U)

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Snare (U)

Instant

Counter target spell with mana value 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Spell Snare (U)

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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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunderflock 7UU

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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5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Traumatic Critique XUR

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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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Draw three cards. Then discard two cards unless you discard a creature card.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abrade (1)(R)

Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

[sideboard]

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

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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]

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Colorstorm Stallion {1}{U}{R}

Creature -- Elemental Horse

Ward {1}, haste
Opus -- Whenever you cast an instant or sorcery spell, this creature gets +1/+1 until end of turn. If five or more mana was spent to cast that spell, create a token that's a copy of this creature.

[sideboard]

3/3

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[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke {1}{U}

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ral, Crackling Wit {2}{U}{R}

Legendary Planeswalker -- Ral

Whenever you cast a noncreature spell, put a loyalty counter on Ral.
[+1]: Create a 1/1 blue and red Otter 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

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]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Legend of Kuruk {2}{U}{U}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I, II -- Scry 2, then draw a card.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

[sideboard]

- - - BACK FACE - - -

Avatar Kuruk

Legendary Creature -- Avatar

Whenever you cast a spell, create a 1/1 colorless Spirit creature token with "This token can't block or be blocked by non-Spirit creatures."
Exhaust -- Waterbend {20}: Take an extra turn after this one. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}. Activate each exhaust ability only once.)

4/3

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