Boomerang Basics (U)

Sorcery -- Lesson

Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Consult the Star Charts (1)(U)

Instant

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)
Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Shengchuan, Hsu - Standard (MIT Championship ?????-????) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Firdoch Core 3

Kindred Artifact -- Shapeshifter

Changeling (This card is every creature type.)
{T}: Add one mana of any color.
{4}: This artifact becomes a 4/4 artifact creature until end of turn.

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Floodfarm Verge

Land

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

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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

Get Out {U}{U}

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Choose one --
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Hallowed Fountain

Land -- Plains Island

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

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Island

Basic Land -- Island

({T}: Add {U}.)

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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

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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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This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Anchorage

Land

This land enters tapped.
{T}: Add {W} or {U}.
{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.
Whenever this land attacks, create a Map token.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Roiling Dragonstorm {1}{U}

Enchantment

When this enchantment enters, draw two cards, then discard a card.
When a Dragon you control enters, return this enchantment to its owner's hand.

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Playtest cards - Shengchuan, Hsu - Standard (MIT Championship ?????-????) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Seam Rip (W)

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

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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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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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sygg's Command {1}{W}{U}

Kindred Sorcery -- Merfolk

Choose two --
* Create a token that's a copy of target Merfolk you control.
* Creatures target player controls gain lifelink until end of turn.
* Target player draws a card.
* Tap target creature. Put a stun counter on it.

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Playtest cards - Shengchuan, Hsu - Standard (MIT Championship ?????-????) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Valley Floodcaller (2)(U)

Creature -- Otter Wizard

Flash
You may cast noncreature spells as though they had flash.
Whenever you cast a noncreature spell, Birds, Frogs, Otters, and Rats you control get +1/+1 until end of turn. Untap them.

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exorcise (1)(W)

Sorcery

Exile target artifact, enchantment, or creature with power 4 or greater.

[sideboard]

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Exile target artifact, enchantment, or creature with power 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace (1)(W)

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Shengchuan, Hsu - Standard (MIT Championship ?????-????) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Snare {U}

Instant

Counter target spell with mana value 2.

[sideboard]

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Spell Snare {U}

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Counter target spell with mana value 2.

[sideboard]

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Spell Snare {U}

Instant

Counter target spell with mana value 2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Split Up {1}{W}{W}

Sorcery

Choose one --
* Destroy all tapped creatures.
* Destroy all untapped creatures.

[sideboard]

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Sorcery

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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torpor Orb {2}

Artifact

Creatures entering don't cause abilities to trigger.

[sideboard]

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Torpor Orb {2}

Artifact

Creatures entering don't cause abilities to trigger.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voice of Victory {1}{W}

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)
Your opponents can't cast spells during your turn.

[sideboard]

1/3

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Creature -- Human Bard

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[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Shengchuan, Hsu - Standard (MIT Championship ?????-????) sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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