Bounce Off (U)

Instant

Return target creature or Vehicle to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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

Playtest cards - Ginsparg, Jacob - Izzet Spellementals ($uper $unday RCQ - Standard - SCG 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.

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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

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

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hearth Elemental (5)(R)

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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.

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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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Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ginsparg, Jacob - Izzet Spellementals ($uper $unday RCQ - Standard - SCG sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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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.
This land is the chosen type.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ginsparg, Jacob - Izzet Spellementals ($super $unday RCQ - Standard - SCG sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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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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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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {R}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ginsparg, Jacob - Izzet Spellementals ($uper $unday RCQ - Standard - SCG sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seasoned Cryomancer (1)(U)(U)

Creature -- Human Wizard

When this creature enters, draw two cards, then discard two cards. When you discard one or more nonland cards this way, tap up to that many target creatures and put a stun counter on each of them.
{3}{U}{U}, Exile this card from your graveyard: Draw two cards.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seasoned Cryomancer (1)(U)(U)

Creature -- Human Wizard

When this creature enters, draw two cards, then discard two cards. When you discard one or more nonland cards this way, tap up to that many target creatures and put a stun counter on each of them.
{3}{U}{U}, Exile this card from your graveyard: Draw two cards.

2/2

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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Playtest cards - Ginsparg, Jacob - Izzet Spellementals ($super $unday RCQ - Standard - SCG sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Spell Snare (U)

Instant

Counter target spell with mana value 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

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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As this land enters, you may pay 2 life. If you don't, it enters tapped.

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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Flying
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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ginsparg, Jacob - Izzet Spellementals ($uper $unday RCQ - Standard - SCG sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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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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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

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

3/3

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[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

Fire Magic (R)

Instant

Tiered (Choose one additional cost.)
* Fire -- {0} -- Fire Magic deals 1 damage to each creature.
* Fira -- {2} -- Fire Magic deals 2 damage to each creature.
* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fire Magic (R)

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* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flashfreeze (1)(U)

Instant

Counter target red or green spell.

[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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ginsparg, Jacob - Izzet Spellementals ($uper $unday RCQ - Standard - SCG sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Return the Favor (R)(R)

Instant

Spree (Choose one or more additional costs.)
+ {1} -- Copy target instant spell, sorcery spell, activated ability, or triggered ability. You may choose new targets for the copy.
+ {1} -- Change the target of target spell or ability with a single target.

[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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