

Bulk Up 1R Instant Double target creature's power until end of turn. Flashback {4}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bulk Up 1R Instant Double target creature's power until end of turn. Flashback {4}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bulk Up 1R Instant Double target creature's power until end of turn. Flashback {4}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Consult the Star Charts 1U 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consult the Star Charts 1U 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consult the Star Charts 1U 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Disdainful Stroke

① ②

Instant

Counter target spell with mana value 4 or greater.

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Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

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Firebending Student

① R

Creature -- Human Monk

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
Firebending X, where X is this creature's power. (Whenever this creature attacks, add X {R}. This mana lasts until end of combat.)

1/2

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Flashback R Instant Target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flashback R Instant Target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gandalf, Goblins' Bane 2 R Legendary Creature -- Avatar Wizard Whenever you cast a noncreature spell, Gandalf gets +1/+1 until end of turn and deals 1 damage to each opponent. 2/3 Flameshape 1 R Sorcery -- Adventure Look at the top two cards of your library and exile them face down. For as long as they remain exiled, you may play them if you control a Wizard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gandalf, Goblins' Bane 2 R Legendary Creature -- Avatar Wizard Whenever you cast a noncreature spell, Gandalf gets +1/+1 until end of turn and deals 1 damage to each opponent. 2/3 Flameshape 1 R Sorcery -- Adventure Look at the top two cards of your library and exile them face down. For as long as they remain exiled, you may play them if you control a Wizard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Into the Flood Maw U Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}): Add {U} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}): Add {U} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}): Add {U} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pym Particles Card (Theme color: {U}) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pym Particles Card (Theme color: {U}) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pym Particles Card (Theme color: {U}) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

U

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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①②

Flying, haste
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.
Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

1/2

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U

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

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Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Snare Instant Counter target spell with mana value 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Stormcarved Coast Land This land enters tapped unless you control two or more other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stormcarved Coast Land This land enters tapped unless you control two or more other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stormcarved Coast Land This land enters tapped unless you control two or more other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stormcarved Coast Land This land enters tapped unless you control two or more other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Ride R Sorcery Target creature gets +3/+0 and gains haste until end of turn. Harmonize {4}{R} (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	Wild Ride R Sorcery Target creature gets +3/+0 and gains haste until end of turn. Harmonize {4}{R} (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	Wizard's Staff 1 U Artifact -- Equipment Equipped creature has prowess. (Whenever its controller casts a noncreature spell, that creature gets +1/+1 until end of turn.) If a triggered ability of equipped creature triggers, that ability triggers an additional time. Equip Wizard {1} Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wizard's Staff 1 U Artifact -- Equipment Equipped creature has prowess. (Whenever its controller casts a noncreature spell, that creature gets +1/+1 until end of turn.) If a triggered ability of equipped creature triggers, that ability triggers an additional time. Equip Wizard {1} Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ajani's Anguish X R Enchantment When this enchantment enters, it deals X damage to any target. Creatures you control have trample. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flashback R Instant Target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Into the Flood Maw U Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Into the Flood Maw U Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Precise Redaction 1 U Instant Counter target white or black spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Self-Destruct 1 R Instant Target creature you control deals X damage to any other target and X damage to itself, where X is its power. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stingcaster Mage 1 R Creature -- Human Wizard Haste When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stingcaster Mage 1R Creature -- Human Wizard Haste When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up 2U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up 2U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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