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| <div> <div>Burst Lightning</div> <div>Instant</div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                     | <div> <div>Burst Lightning</div> <div>Instant</div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                       | <div> <div>Burst Lightning</div> <div>Instant</div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                       | <div> <div>Burst Lightning</div> <div>Instant</div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                       |
| <div> <div>Eddymurk Crab</div> <div>Creature -- Elemental Crab</div> <div> <p>Flash</p> <p>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.</p> <p>This creature enters tapped if it's not your turn.</p> <p>When this creature enters, tap up to two target creatures.</p> </div> <div> <div>5</div> <div>U</div> <div>U</div> </div> <div> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Elusive Otter</div> <div>Creature -- Otter</div> <div> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>Creatures with power less than this creature's power can't block it.</p> </div> <div> <div>1/1</div> </div> <div> <div>ADVENTURE</div> </div> <div> <div>Grove's Bounty</div> <div>Sorcery -- Adventure</div> <div> <p>Distribute X +1/+1 counters among any number of target creatures you control. (Then exile this card. You may cast the creature later from exile.)</p> </div> <div> <div>X</div> <div>G</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Elusive Otter</div> <div>Creature -- Otter</div> <div> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>Creatures with power less than this creature's power can't block it.</p> </div> <div> <div>1/1</div> </div> <div> <div>ADVENTURE</div> </div> <div> <div>Grove's Bounty</div> <div>Sorcery -- Adventure</div> <div> <p>Distribute X +1/+1 counters among any number of target creatures you control. (Then exile this card. You may cast the creature later from exile.)</p> </div> <div> <div>X</div> <div>G</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Elusive Otter</div> <div>Creature -- Otter</div> <div> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>Creatures with power less than this creature's power can't block it.</p> </div> <div> <div>1/1</div> </div> <div> <div>ADVENTURE</div> </div> <div> <div>Grove's Bounty</div> <div>Sorcery -- Adventure</div> <div> <p>Distribute X +1/+1 counters among any number of target creatures you control. (Then exile this card. You may cast the creature later from exile.)</p> </div> <div> <div>X</div> <div>G</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |

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| <div><div><div>Elusive Otter</div><div>U</div></div><div>Creature -- Otter</div><div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Creatures with power less than this creature's power can't block it.</div><div>1/1</div><div>----- ADVENTURE -----</div><div><div>Grove's Bounty</div><div>XG</div></div><div>Sorcery -- Adventure</div><div>Distribute X +1/+1 counters among any number of target creatures you control. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Flow State</div><div>1U</div></div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. If there is an instant card and a sorcery card in your graveyard, instead put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div><div>Flow State</div><div>1U</div></div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. If there is an instant card and a sorcery card in your graveyard, instead put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div><div>Flow State</div><div>1U</div></div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. If there is an instant card and a sorcery card in your graveyard, instead put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     |
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| <div><div><div>Opt</div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div><div>Pompous Battlemage</div><div>Creature -- Goblin Sorcerer</div><div>Prowess<br/>This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</div><div>1/1</div><div>----- OTHER FACE -----</div><div>Improvised Act</div><div>Sorcery</div><div>You may discard a card. If you do, draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pompous Battlemage</div><div>Creature -- Goblin Sorcerer</div><div>Prowess<br/>This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</div><div>1/1</div><div>----- OTHER FACE -----</div><div>Improvised Act</div><div>Sorcery</div><div>You may discard a card. If you do, draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pompous Battlemage</div><div>Creature -- Goblin Sorcerer</div><div>Prowess<br/>This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</div><div>1/1</div><div>----- OTHER FACE -----</div><div>Improvised Act</div><div>Sorcery</div><div>You may discard a card. If you do, draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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## Prowess

1/1

®

You may discard a card. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

## Land

{T}: Add {R}.  
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## 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

U

Instant

Choose one --

- \* Conceal -- Until end of turn, target creature you control becomes a Citizen with base power and toughness 1/1 and gains hexproof.
- \* Reveal -- Until end of turn, target creature you control becomes a Hero with base power and toughness 3/4 and gains flying and vigilance.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Flying, haste  
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.  
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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

Flying, haste  
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.  
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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    |
| <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Vibrant Outburst



Instant

Vibrant Outburst deals 3 damage to any target. Tap up to one target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wild Ride



## 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.)

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## Disdainful Stroke



Instant

Counter target spell with mana value 4 or greater.

[sidebar]

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## Fire Magic



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.

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[sideboard]

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| <b>Fulminous Forte</b> (2)(R)<br>Instant<br>Choose one --<br>* Fulminous Forte deals 1 damage to each creature and planeswalker your opponents control.<br>* Fulminous Forte deals 5 damage to target creature or planeswalker.<br><br>[sideboard]  | <b>Ral, Crackling Wit</b> (2)(U)(R)<br>Legendary Planeswalker -- Ral<br>Whenever you cast a noncreature spell, put a loyalty counter on Ral.<br>[+1]: Create a 1/1 blue and red Otter creature token with prowess.<br>[-3]: Draw three cards, then discard two cards.<br>[-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm."<br>(Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.)<br><br>[sideboard] | <b>Sear</b> (1)(R)<br>Instant<br>Sear deals 4 damage to target creature or planeswalker.<br><br>[sideboard] | <b>Soul-Guide Lantern</b> (1)<br>Artifact<br>When this artifact enters, exile target card from a graveyard.<br>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br>{1}, {T}, Sacrifice this artifact: Draw a card.<br><br>[sideboard] |
| <b>Soul-Guide Lantern</b> (1)<br>Artifact<br>When this artifact enters, exile target card from a graveyard.<br>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br>{1}, {T}, Sacrifice this artifact: Draw a card.<br><br>[sideboard] | <b>Spell Pierce</b> (U)<br>Instant<br>Counter target noncreature spell unless its controller pays {2}.<br><br>[sideboard]                                                                                                                                                                                                                                                                                                                                                                          | <b>Spell Snare</b> (U)<br>Instant<br>Counter target spell with mana value 2.<br><br>[sideboard]             | <b>Spell Snare</b> (U)<br>Instant<br>Counter target spell with mana value 2.<br><br>[sideboard]                                                                                                                                                     |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                  | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                                 | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                          | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                  |

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| <div> <div>Sunspine Lynx</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Elemental Cat</div> <div> <div> <div>Players can't gain life.</div> <div>Damage can't be prevented.</div> <div>When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.</div> </div> <div>[sideboard]</div> </div> <div> <div>5/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Torpor Orb</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <div> <div>Creatures entering don't cause abilities to trigger.</div> <div>[sideboard]</div> </div> </div> <div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Torpor Orb</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <div> <div>Creatures entering don't cause abilities to trigger.</div> <div>[sideboard]</div> </div> </div> <div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |  |
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