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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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Flash
This spell costs {1} less to cast
for each instant and sorcery card in
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This creature enters tapped if it's
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When this creature enters, tap up to
two target creatures.

5/5

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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. 1/1 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elusive Otter U Creature -- Otter Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Creatures with power less than this creature's power can't block it. 1/1 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elusive Otter U Creature -- Otter Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Creatures with power less than this creature's power can't block it. 1/1 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elusive Otter U Creature -- Otter Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Creatures with power less than this creature's power can't block it. 1/1 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Grove's Bounty X G Sorcery -- Adventure 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.) 1/1 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grove's Bounty X G Sorcery -- Adventure 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.) 1/1 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grove's Bounty X G Sorcery -- Adventure 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.) 1/1 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grove's Bounty X G Sorcery -- Adventure 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.) 1/1 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Flow State ①② Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Impractical Joke Ⓡ 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	Impractical Joke Ⓡ 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
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 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 PLAYbotbox.dev	Opt 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 PLAYbotbox.dev	Opt 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 PLAYbotbox.dev	Opt 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 PLAYbotbox.dev
Opt 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 PLAYbotbox.dev	Pompous Battlemage Creature -- Goblin Sorcerer Prowess This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) 1/1 OTHER FACE Improvised Act Sorcery You may discard a card. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pompous Battlemage Creature -- Goblin Sorcerer Prowess This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) 1/1 OTHER FACE Improvised Act Sorcery You may discard a card. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pompous Battlemage Creature -- Goblin Sorcerer Prowess This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) 1/1 OTHER FACE Improvised Act Sorcery You may discard a card. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Prowess

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

1/1

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Sorcery

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

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Land

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

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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.

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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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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

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Flying, haste
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1/2

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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	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
Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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	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	Vibrant Outburst UR 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 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
Broadside Barrage 1UR 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 1UR 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	Colorstorm Stallion 1UR 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	Disdainful Stroke 1U Instant Counter target spell with mana value 4 or greater. [sideboard] 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 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	Quantum Riddler 3 U U Creature -- Sphinx Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U} [sideboard] 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sear 1 R Instant Sear deals 4 damage to target creature or planeswalker. [sideboard] 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] 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Snare Instant Counter target spell with mana value 2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Snare Instant Counter target spell with mana value 2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunspine Lynx Creature -- Elemental Cat Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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