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

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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

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

- - - ADVENTURE - - -

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.)

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Playtest cards - wangsansui - Standard v3 Group 4695A3 (Elusive Otter // Grove's Bounty, P 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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flow State (1)(U)

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Impractical Joke (R)

Sorcery

Damage can't be prevented this turn. Impractical Joke deals 3 damage to up to one target creature or planeswalker.

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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

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({T}: Add {U}.)

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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.

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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.
This land is the chosen type.

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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

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Draw a card.

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Pompous Battlemage R

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 R

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Riverpyre Verge

Land

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secret Identity (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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Choose one --
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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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Slickshot Show-Off (1)(R)

Creature -- Bird Wizard

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

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Snare (U)

Instant

Counter target spell with mana value 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}.

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{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 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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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

Stock Up (2)(U)

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vibrant Outburst (U)(R)

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 (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]

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Disdainful Stroke (1)(U)

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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* 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

Pyroclasm (1)(R)

Sorcery

Pyroclasm deals 2 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

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

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When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
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[sideboard]

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Spell Pierce {U}

Instant

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

[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

Wan Shi Tong, Librarian {X}{U}{U}

Legendary Creature -- Bird Spirit

Flash
Flying, vigilance
When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down.
Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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