Boomerang Basics (U)

Sorcery -- Lesson

Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery -- Lesson

Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bounce Off (U)

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Playtest cards - Univerce - Izzet Maestro (Standard Challenge 32) 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

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.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drake Hatcher (1)(U)

Creature -- Human Wizard

Vigilance, prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
Whenever this creature deals combat damage to a player, put that many incubation counters on it.
Remove three incubation counters from this creature: Create a 2/2 blue Drake creature token with flying.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/3

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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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

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({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Univerce - Izzet Maestro (Standard Challenge 32) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Island

Basic Land -- Island

({T}: Add {U}.)

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

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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.

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.

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Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
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Draw a card.

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

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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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

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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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.
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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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Playtest cards - Univerce - Izzet Maestro (Standard Challenge 32) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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 cards - Univerce - Izzet Maestro (Standard Challenge 32) sheet 6/10 - 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 land enters tapped unless you control two or fewer other lands.
{T}: Add {U} or {R}.

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stormchaser's Talent (U)

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
When this Class enters, create a 1/1 blue and red Otter creature token with prowess.
{3}{U}: Level 2
When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.
{5}{U}: Level 3
Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{5}{U}: Level 3
Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.

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

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

Drake Hatcher (1)(U)

Creature -- Human Wizard

Vigilance, prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
Whenever this creature deals combat damage to a player, put that many incubation counters on it.
Remove three incubation counters from this creature: Create a 2/2 blue Drake creature token with flying.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elusive Otter

Card

[sideboard]

- - - OTHER FACE - - -

Elusive Otter

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elusive Otter

Card

[sideboard]

- - - OTHER FACE - - -

Elusive Otter

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Univerce - Izzet Maestro (Standard Challenge 32) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Elusive Otter

Card

[sideboard]

- - - OTHER FACE - - -

Elusive Otter

Card

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.

[sideboard]

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[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

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

Sear (1)(R)

Instant

Sear deals 4 damage to target creature or planeswalker.

[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

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Spell Pierce (U)

Instant

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

[sideboard]

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Instant

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

[sideboard]

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Univerce - Izzet Maestro (Standard Challenge 32) sheet 10/10 - 3 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.