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| <div><div><div>Boomerang Basics</div><div>U</div></div><div>Sorcery -- Lesson</div><div>Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Boomerang Basics</div><div>U</div></div><div>Sorcery -- Lesson</div><div>Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div><div>Boomerang Basics</div><div>U</div></div><div>Sorcery -- Lesson</div><div>Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div><div>Boomerang Basics</div><div>U</div></div><div>Sorcery -- Lesson</div><div>Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            |
| <div><div><div>Bounce Off</div><div>U</div></div><div>Instant</div><div>Return target creature or Vehicle to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div><div>Burst Lightning</div><div>R</div></div><div>Instant</div><div>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Burst Lightning</div><div>R</div></div><div>Instant</div><div>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Burst Lightning</div><div>R</div></div><div>Instant</div><div>Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

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5 U U

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.

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5 U U

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## Card

----- OTHER FACE -----

## Card

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Card

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U

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.

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| <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   |
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| <div><div>Multiversal Passage</div><div>Land</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div>Riverpyre Verge</div> <div>Land</div> <div>{T}: Add {R}.<br/>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                     | <div>Secret Identity</div> <div>Instant</div> <div>Choose one --<br/>* Conceal -- Until end of turn, target creature you control becomes a Citizen with base power and toughness 1/1 and gains hexproof.<br/>* Reveal -- Until end of turn, target creature you control becomes a Hero with base power and toughness 3/4 and gains flying and vigilance.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Sleight of Hand</div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                     | <div>Sleight of Hand</div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                     |
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| <div><div><div>Broadside Barrage</div><div>1UR</div></div><div>Instant</div><div>Broadside Barrage deals 5 damage to target creature or planeswalker.<br/>Draw a card, then discard a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                   | <div><div><div>Eddymurk Crab</div><div>5UU</div></div><div>Creature -- Elemental Crab</div><div>Flash<br/>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>This creature enters tapped if it's not your turn.<br/>When this creature enters, tap up to two target creatures.</div><div>[sideboard]</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          | <div><div><div>Eddymurk Crab</div><div>5UU</div></div><div>Creature -- Elemental Crab</div><div>Flash<br/>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>This creature enters tapped if it's not your turn.<br/>When this creature enters, tap up to two target creatures.</div><div>[sideboard]</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fire Magic</div><div>R</div></div><div>Instant</div><div>Tiered (Choose one additional cost.)<br/>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.<br/>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.<br/>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |



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| <div><div>Get Out</div><div>Instant</div><div>Choose one --<br/>* Counter target creature or enchantment spell.<br/>* Return one or two target creatures and/or enchantments you own to your hand.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | <div><div>Ral, Crackling Wit</div><div>Legendary Planeswalker -- Ral</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ral, Crackling Wit</div><div>Legendary Planeswalker -- Ral</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ral, Crackling Wit</div><div>Legendary Planeswalker -- Ral</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Roaring Furnace</div><div>Enchantment -- Room</div><div>When you unlock this door, this Room deals damage equal to the number of cards in your hand to target creature an opponent controls.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>[sideboard]</div><div>-----<br/>- - - RIGHT HALF - - -</div><div><div>Steaming Sauna</div><div>Enchantment -- Room</div><div>You have no maximum hand size.<br/>At the beginning of your end step, draw a card.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Sear</div><div>Instant</div><div>Sear deals 4 damage to target creature or planeswalker.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                         | <div><div>Sear</div><div>Instant</div><div>Sear deals 4 damage to target creature or planeswalker.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                         | <div><div>Soul-Guide Lantern</div><div>Artifact</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                            |

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| <div> <div>Soul-Guide Lantern</div> <div>1</div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Spell Pierce</div> <div>U</div> </div> <div>Instant</div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Spell Pierce</div> <div>U</div> </div> <div>Instant</div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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