## Abandon Attachments (1)(U/R)

Instant -- Lesson

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Abrade (1)(R)

Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

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* Abrade deals 3 damage to target creature.
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## Bounce Off (U)

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.

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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.

**5/5**

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**5/5**

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## Hearth Elemental {5}{R}

Creature -- Elemental

This spell costs {X} less to cast, where X is the number of cards in your graveyard that are instant cards, sorcery cards, and/or have an Adventure.

**4/5**

- - - ADVENTURE - - -

## Stoke Genius {1}{R}

Sorcery -- Adventure

Discard your hand, then draw two cards. (Then exile this card. You may cast the creature later from exile.)

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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.

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## Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## 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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## 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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Draw a card.

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## Riverpyre Verge

Land

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

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

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## Sear {1}{R}

Instant

Sear deals 4 damage to target creature or planeswalker.

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## 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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## Spell Pierce {U}

Instant

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

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## Spell Snare (U)

Instant

Counter target spell with mana value 2.

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## Spider-Sense (1)(U)

Instant

Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)
Counter target instant spell, sorcery spell, or triggered ability.

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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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## 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.

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## Sunderflock {7}{U}{U}

Creature -- Elemental

This spell costs {X} less to cast, where X is the greatest mana value among Elementals you control.
Flying
When this creature enters, if you cast it, return all non-Elemental creatures to their owners' hands.

**5/5**

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## Winternight Stories {2}{U}

Sorcery

Draw three cards. Then discard two cards unless you discard a creature card.
Harmonize {4}{U} (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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## Annul {U}

Instant

Counter target artifact or enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Counter target artifact or enchantment spell.

[sideboard]

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]

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## Disdainful Stroke {1}{U}

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

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## Ghost Vacuum {1}

Artifact

{T}: Exile target card from a graveyard.
{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

[sideboard]

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## Hydro-Man, Fluid Felon {U}{U}

Legendary Creature -- Elemental Villain

Whenever you cast a blue spell, if Hydro-Man is a creature, he gets +1/+1 until end of turn.
At the beginning of your end step, untap Hydro-Man. Until your next turn, he becomes a land and gains "{T}: Add {U}." (He's not a creature during that time.)

[sideboard]

**2/2**

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[sideboard]


**2/2**

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## Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pyroclasm {1}{R}

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

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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**

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Warp {1}{U}

[sideboard]

4/6

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## 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]

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**Playtest cards - Samuelson, Mark - Standard ($uper $unday RCQ - Standard - SCG CON Milwauk** sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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