

®

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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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① R

Equipped creature gets +1/+1 and has trample and haste.

Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)

Equip {1}{R}

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① ②

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

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Into the Flood Maw 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 PLAYbotbox.dev	Into the Flood Maw 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 PLAYbotbox.dev	Into the Flood Maw 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 PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Monstrous Rage R Instant Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) 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. 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. 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. 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. 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

U

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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U

Counter target noncreature spell
unless its controller pays {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
Stock Up 2U 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 PLAYbotbox.dev	Stock Up 2U 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 PLAYbotbox.dev	Stock Up 2U 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 PLAYbotbox.dev	Stock Up 2U 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 PLAYbotbox.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.	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.	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.	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.
Disdainful Stroke 1U Instant Counter target spell with mana value 4 or greater. [sideboard]	Drake Hatcher 1U 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]	Fiery Annihilation 2R Instant Fiery Annihilation deals 5 damage to target creature. Exile up to one target Equipment attached to that creature. If that creature would die this turn, exile it instead. [sideboard]	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]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Monzo, Mattheau - Standard (Oversized Standard - SCG CON Hartford - Frida

sheet 8/10 - 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.

①

{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.

[sidebar]

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This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.

[sidebar]

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① R

Pyroclasm deals 2 damage to each creature.

[sideboard]

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[sideboard]

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2 U R

Whenever you cast a noncreature spell, put a loyalty counter on Ral.

[+1]: Create a 1/1 blue and red Other creature token with prowess.

[-3]: Draw three cards, then discard two cards.

[-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm."

(Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.)

[sidebar]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

RR

Scorching Shot deals 5 damage to target creature.

[sidebar]

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[sidebar]

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[sidebar]

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

Sunspine Lynx 2 R R 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 PLAY botbox.dev	Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	