

®

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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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Flash
This spell costs {1} less to cast
for each instant and sorcery card in
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This creature enters tapped if it's
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When this creature enters, tap up to
two target creatures.

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<div> <div>Get Out</div> <div> <div>Instant</div> <div> Choose one -- * Counter target creature or enchantment spell. * Return one or two target creatures and/or enchantments you own to your hand. </div> </div> <div> <div>4/5</div> <div> <div>Stoke Genius</div> <div>Sorcery -- Adventure</div> <div> Discard your hand, then draw two cards. (Then exile this card. You may cast the creature later from exile.) </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Hearth Elemental</div> <div> <div>Creature -- Elemental</div> <div> 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. </div> </div> <div> <div>4/5</div> <div> <div>Stoke Genius</div> <div>Sorcery -- Adventure</div> <div> Discard your hand, then draw two cards. (Then exile this card. You may cast the creature later from exile.) </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Hearth Elemental</div> <div> <div>Creature -- Elemental</div> <div> 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. </div> </div> <div> <div>4/5</div> <div> <div>Stoke Genius</div> <div>Sorcery -- Adventure</div> <div> Discard your hand, then draw two cards. (Then exile this card. You may cast the creature later from exile.) </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Hearth Elemental</div> <div> <div>Creature -- Elemental</div> <div> 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. </div> </div> <div> <div>4/5</div> <div> <div>Stoke Genius</div> <div>Sorcery -- Adventure</div> <div> Discard your hand, then draw two cards. (Then exile this card. You may cast the creature later from exile.) </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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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Riverpyre Verge

Land

{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

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Counter target spell with mana value
2.
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Playtest cards - Zhehao, Ying - Izzet Spellementals (???1 / Standard Cup 1)

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.

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Spell Snare</div><div>Instant</div><div>Counter target spell with mana value 2.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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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. <div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. <div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. <div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. <div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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<div> Colorstorm Stallion 1UR </div> <div> Creature -- Elemental Horse </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Disdainful Stroke 1U </div> <div> Instant </div> <div> <p>Counter target spell with mana value 4 or greater.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Get Out UU </div> <div> Instant </div> <div> <p>Choose one -- * Counter target creature or enchantment spell. * Return one or two target creatures and/or enchantments you own to your hand.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Hydro-Man, Fluid Felon UU </div> <div> Legendary Creature -- Elemental Villain </div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
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<div><div>Spell Snare</div><div>Instant</div><div>Counter target spell with mana value 2.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spell Snare</div><div>Instant</div><div>Counter target spell with mana value 2.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sphinx of False Conclusions</div><div>Creature -- Sphinx Illusion</div><div>Flash Flying Whenever this creature attacks, draw a card, then discard a card. When this creature dies, if it isn't a token, create a token that's a copy of it.</div><div>[sideboard]</div><div>4/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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