

®

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This spell costs {1} less to cast
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This creature enters tapped if it's
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When this creature enters, tap up to
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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.

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<div> <div>Flow State</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Flow State</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Flow State</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Get Out</div> <div> <div>U</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Counter target creature or enchantment spell. * Return one or two target creatures and/or enchantments you own to your hand. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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Playtest cards - Songshang - 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.

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<div><div><div>Hearth Elemental</div><div>5R</div></div><div><div>Creature -- Elemental</div><div></div></div><div><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>4/5</div></div><div><div>----- ADVENTURE -----</div><div><div>Stoke Genius</div><div>1R</div></div><div><div>Sorcery -- Adventure</div><div></div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>	<div><div><div>Impractical Joke</div><div>R</div></div><div><div>Sorcery</div><div></div></div><div><div>Damage can't be prevented this turn. Impractical Joke deals 3 damage to up to one target creature or planeswalker.</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Impractical Joke</div><div>R</div></div><div><div>Sorcery</div><div></div></div><div><div>Damage can't be prevented this turn. Impractical Joke deals 3 damage to up to one target creature or planeswalker.</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Island</div><div></div></div><div><div>Basic Land -- Island</div><div></div></div><div><div>{T}: Add {U}.</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div>Sleight of Hand</div><div>①</div></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 PLAYbotbox.dev</div>	<div><div>Spell Snare</div><div>①</div></div> <div>Instant</div> <div>Counter target spell with mana value 2.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Spell Snare</div><div>①</div></div> <div>Instant</div> <div>Counter target spell with mana value 2.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Spirebluff Canal</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stormcarved Coast</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Stormcarved Coast</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sunderflock</div><div>7UU</div><div>Creature -- Elemental</div><div>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><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sunderflock</div><div>7UU</div><div>Creature -- Elemental</div><div>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><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sunderflock</div><div>7UU</div><div>Creature -- Elemental</div><div>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><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Sunderflock</div><div><div>7</div><div>U</div><div>U</div></div><div>Creature -- Elemental</div><div><div>This spell costs {X} less to cast, where X is the greatest mana value among Elementals you control.</div><div>Flying</div><div>When this creature enters, if you cast it, return all non-Elemental creatures to their owners' hands.</div></div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Traumatic Critique</div><div><div>X</div><div>U</div><div>R</div></div><div>Instant</div><div><div>Traumatic Critique deals X damage to any target. Draw two cards, then discard a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Traumatic Critique</div><div><div>X</div><div>U</div><div>R</div></div><div>Instant</div><div><div>Traumatic Critique deals X damage to any target. Draw two cards, then discard a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wan Shi Tong, Librarian</div><div><div>X</div><div>U</div><div>U</div></div><div>Legendary Creature -- Bird Spirit</div><div><div>Flash</div><div>Flying, vigilance</div><div>When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down.</div><div>Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card.</div></div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Abrade</div><div><div>1</div><div>R</div></div><div>Instant</div><div><div>Choose one --</div><div>* Abrade deals 3 damage to target creature.</div><div>* Destroy target artifact.</div></div><div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Broadside Barrage</div><div><div>1</div><div>U</div><div>R</div></div><div>Instant</div><div><div>Broadside Barrage deals 5 damage to target creature or planeswalker. Draw a card, then discard a card.</div></div><div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Broadside Barrage</div><div><div>1</div><div>U</div><div>R</div></div><div>Instant</div><div><div>Broadside Barrage deals 5 damage to target creature or planeswalker. Draw a card, then discard a card.</div></div><div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Colorstorm Stallion</div><div><div>1</div><div>U</div><div>R</div></div><div>Creature -- Elemental Horse</div><div><div>Ward {1}, haste</div><div>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.</div></div><div><div>[sideboard]</div></div><div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<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> 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> Flashfreeze 1U </div> <div> Instant </div> <div> <p>Counter target red or green spell.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Ghost Vacuum 1 </div> <div> Artifact </div> <div> <p>{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.</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>	<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>	<div> Ral, Crackling Wit 2UR </div> <div> Legendary Planeswalker -- Ral </div> <div> <p>Whenever you cast a noncreature spell, put a loyalty counter on Ral. [+1]: Create a 1/1 blue and red Otter 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.)</p> <p>[sideboard]</p> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

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

<div> <div>Ral, Crackling Wit (2)(U)(R)</div> <div> <div>Legendary Planeswalker -- Ral</div> <div> Whenever you cast a noncreature spell, put a loyalty counter on Ral. [+1]: Create a 1/1 blue and red Otter 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.) </div> <div>[sideboard]</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Soul-Guide Lantern (1)</div> <div> <div>Artifact</div> <div> 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. </div> <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Sunspine Lynx (2)(R)(R)</div> <div> <div>Creature -- Elemental Cat</div> <div> 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. </div> <div>[sideboard]</div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	
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