

Playtest cards - hatebear - Standard v3 Group FE332E (Tablet of Discovery, Firebending Le sheet 1/10 - 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.

<p>Burst Lightning (R)</p> <p>Instant</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Burst Lightning (R)</p> <p>Instant</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Colorstorm Stallion (1)(U)(R)</p> <p>Creature -- Elemental Horse</p> <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>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Colorstorm Stallion (1)(U)(R)</p> <p>Creature -- Elemental Horse</p> <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>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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<div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mistrise Village</div><div>Land</div><div>This land enters tapped unless you control a Mountain or a Forest. {T}: Add {U}. {U}, {T}: The next spell you cast this turn can't be countered.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Molten-Core Maestro</div><div>1R</div><div>Creature -- Goblin Bard</div><div>Menace Opus -- Whenever you cast an instant or sorcery spell, put a +1/+1 counter on this creature. If five or more mana was spent to cast that spell, add an amount of {R} equal to this creature's power.</div><div>2/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Molten-Core Maestro</div><div>1R</div><div>Creature -- Goblin Bard</div><div>Menace Opus -- Whenever you cast an instant or sorcery spell, put a +1/+1 counter on this creature. If five or more mana was spent to cast that spell, add an amount of {R} equal to this creature's power.</div><div>2/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Molten-Core Maestro</div><div>1R</div><div>Creature -- Goblin Bard</div><div>Menace Opus -- Whenever you cast an instant or sorcery spell, put a +1/+1 counter on this creature. If five or more mana was spent to cast that spell, add an amount of {R} equal to this creature's power.</div><div>2/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Molten-Core Maestro</div><div>1R</div><div>Creature -- Goblin Bard</div><div>Menace Opus -- Whenever you cast an instant or sorcery spell, put a +1/+1 counter on this creature. If five or more mana was spent to cast that spell, add an amount of {R} equal to this creature's power.</div><div>2/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Prismari Charm</div><div>Instant</div><div>Choose one -- * Surveil 2, then draw a card. * Prismari Charm deals 1 damage to each of one or two targets. * Return target nonland permanent to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Prismari Charm</div><div>Instant</div><div>Choose one -- * Surveil 2, then draw a card. * Prismari Charm deals 1 damage to each of one or two targets. * Return target nonland permanent to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Rapturous Moment</div><div>Sorcery</div><div>Draw three cards, then discard two cards. Add {U}{U}{R}{R}{R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Rapturous Moment</div><div>Sorcery</div><div>Draw three cards, then discard two cards. Add {U}{U}{R}{R}{R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Riverpyre Verge</div><div>Land</div><div>{T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Riverpyre Verge</div> <div>Land</div> <div> {T}: Add {R}. {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>	<div> <div>Riverpyre Verge</div> <div>Land</div> <div> {T}: Add {R}. {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>	<div> <div>Riverpyre Verge</div> <div>Land</div> <div> {T}: Add {R}. {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>	<div> <div>Sanar, Unfinished Genius UR</div> <div> Legendary Creature -- Goblin Sorcerer <div>0/4</div> </div> <div> Sanar enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) {T}: Create a Treasure token. Activate only if you've cast an instant or sorcery spell this turn. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> <div>Sanar, Unfinished Genius UR</div> <div> Legendary Creature -- Goblin Sorcerer <div>0/4</div> </div> <div> Sanar enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) {T}: Create a Treasure token. Activate only if you've cast an instant or sorcery spell this turn. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> <div>Wild Idea 3UR</div> <div>Sorcery</div> <div> Search your library for an instant or sorcery card, reveal it, put it into your hand, then shuffle. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>			

<div><div>Spirebluff Canal</div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><div>{T}: Add {U} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><div>{T}: Add {U} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><div>{T}: Add {U} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><div>{T}: Add {U} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Stock Up</div><div>Sorcery</div><div><div>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.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Stock Up</div><div>Sorcery</div><div><div>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.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Stock Up</div><div>Sorcery</div><div><div>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.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<div><div>Stock Up</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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>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>Tablet of Discovery</div> <div><div>2</div><div>R</div></div> <div>Artifact</div> <div>When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.) {T}: Add {R}. {T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Tablet of Discovery</div> <div><div>2</div><div>R</div></div> <div>Artifact</div> <div>When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.) {T}: Add {R}. {T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Tablet of Discovery</div> <div><div>2</div><div>R</div></div> <div>Artifact</div> <div>When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.) {T}: Add {R}. {T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> Tablet of Discovery (2)(R) </div> <div>Artifact</div> <div> <p>When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)</p> <p>{T}: Add {R}.</p> <p>{T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.</p> </div> <div> <div>5/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Thor, God of Thunder (3)(R)(R) </div> <div>Legendary Creature -- God Warrior Hero</div> <div> <p>Flying</p> <p>When Thor enters, exile target Equipment, instant, or sorcery card from your graveyard. Until the end of your next turn, you may play that card.</p> <p>Whenever you cast a noncreature spell, Thor deals damage equal to that spell's mana value to any target.</p> </div> <div> <div>5/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Traumatic Critique (X)(U)(R) </div> <div>Instant</div> <div> <p>Traumatic Critique deals X damage to any target. Draw two cards, then discard a card.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Traumatic Critique (X)(U)(R) </div> <div>Instant</div> <div> <p>Traumatic Critique deals X damage to any target. Draw two cards, then discard a card.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Abrade (1)(R) </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Abrade deals 3 damage to target creature. * Destroy target artifact. <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Avengers Disassembled (1)(R)(R) </div> <div>Sorcery</div> <div> <p>Choose one or both --</p> <ul style="list-style-type: none"> * Avengers Disassembled deals 3 damage to each creature. * Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Avengers Disassembled (1)(R)(R) </div> <div>Sorcery</div> <div> <p>Choose one or both --</p> <ul style="list-style-type: none"> * Avengers Disassembled deals 3 damage to each creature. * Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Disdainful Stroke (1)(U) </div> <div>Instant</div> <div> <p>Counter target spell with mana value 4 or greater.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div> Emeritus of Ideation ③UU </div> <div> Creature -- Human Wizard </div> <div> Flying, ward {2} This creature enters prepared. Whenever this creature attacks, you may exile eight cards from your graveyard. If you do, this creature becomes prepared. </div> <div> [sideboard] </div> <div> <div>5/5</div> <div>----- OTHER FACE -----</div> </div> <div> Ancestral Recall U </div> <div> Instant </div> <div> Target player draws three cards. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Emeritus of Ideation ③UU </div> <div> Creature -- Human Wizard </div> <div> Flying, ward {2} This creature enters prepared. Whenever this creature attacks, you may exile eight cards from your graveyard. If you do, this creature becomes prepared. </div> <div> [sideboard] </div> <div> <div>5/5</div> <div>----- OTHER FACE -----</div> </div> <div> Ancestral Recall U </div> <div> Instant </div> <div> Target player draws three cards. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Ghost Vacuum ① </div> <div> Artifact </div> <div> {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. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Ghost Vacuum ① </div> <div> Artifact </div> <div> {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. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Negate ①U </div> <div> Instant </div> <div> Counter target noncreature spell. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Negate ①U </div> <div> Instant </div> <div> Counter target noncreature spell. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Ral, Crackling Wit ②UR </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> <div>L 4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Ral, Crackling Wit ②UR </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> <div>L 4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div> <div>Sear</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div>Sear deals 4 damage to target creature or planeswalker.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Sear</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div>Sear deals 4 damage to target creature or planeswalker.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Three Steps Ahead</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Spree (Choose one or more additional costs.)</div> <div>+ {1}{U} -- Counter target spell.</div> <div>+ {3} -- Create a token that's a copy of target artifact or creature you control.</div> <div>+ {2} -- Draw two cards, then discard a card.</div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	