

<div><div><div><div><div><div></div><div>Burst Lightning</div><div>(R)</div></div></div><div><div>Instant</div><div>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.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Burst Lightning</div><div>(R)</div></div></div><div><div>Instant</div><div>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.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Burst Lightning</div><div>(R)</div></div></div><div><div>Instant</div><div>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.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Burst Lightning</div><div>(R)</div></div></div><div><div>Instant</div><div>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.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div><div><div><div></div><div>Eddymurk Crab</div><div>(5)(U)(U)</div></div></div><div><div>Creature -- Elemental Crab</div><div>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.</div></div></div></div><div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Eddymurk Crab</div><div>(5)(U)(U)</div></div></div><div><div>Creature -- Elemental Crab</div><div>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.</div></div></div></div><div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Eddymurk Crab</div><div>(5)(U)(U)</div></div></div><div><div>Creature -- Elemental Crab</div><div>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.</div></div></div></div><div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Eddymurk Crab</div><div>(5)(U)(U)</div></div></div><div><div>Creature -- Elemental Crab</div><div>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.</div></div></div></div><div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div><div>Get Out</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Get Out</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Hearth Elemental</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><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Hearth Elemental</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><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>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>

<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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div><div>Riverpyre Verge</div><div>Land</div><div><div><div>{T}: Add {R}.</div><div>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Seasoned Cryomancer</div><div>Creature -- Human Wizard</div><div><div>When this creature enters, draw two cards, then discard two cards. When you discard one or more nonland cards this way, tap up to that many target creatures and put a stun counter on each of them.</div><div>{3}{U}{U}, Exile this card from your graveyard: Draw two cards.</div></div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Seasoned Cryomancer</div><div>Creature -- Human Wizard</div><div><div>When this creature enters, draw two cards, then discard two cards. When you discard one or more nonland cards this way, tap up to that many target creatures and put a stun counter on each of them.</div><div>{3}{U}{U}, Exile this card from your graveyard: Draw two cards.</div></div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Sleight of Hand</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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Sleight of Hand</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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Sleight of Hand</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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Sleight of Hand</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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<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>Spell Snare</div><div>Instant</div><div>Counter target spell with mana value 2.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Sunderflock</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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Sunderflock</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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Sunderflock</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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Sunderflock</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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Traumatic Critique</div><div>Instant</div><div>Traumatic Critique deals X damage to any target. Draw two cards, then discard a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Traumatic Critique</div><div>Instant</div><div>Traumatic Critique deals X damage to any target. Draw two cards, then discard a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div><div>Traumatic Critique</div><div>XUR</div></div><div>Instant</div><div>Traumatic Critique deals X damage to any target. Draw two cards, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Traumatic Critique</div><div>XUR</div></div><div>Instant</div><div>Traumatic Critique deals X damage to any target. Draw two cards, then discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Winternight Stories</div><div>2U</div></div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Winternight Stories</div><div>2U</div></div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Annul</div><div>U</div></div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Broadside Barrage</div><div>1UR</div></div><div>Instant</div><div>Broadside Barrage deals 5 damage to target creature or planeswalker. Draw a card, then discard a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Broadside Barrage</div><div>1UR</div></div><div>Instant</div><div>Broadside Barrage deals 5 damage to target creature or planeswalker. Draw a card, then discard a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Colorstorm Stallion</div><div>1UR</div></div><div>Creature -- Elemental Horse</div><div>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.</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Colorstorm Stallion ①④④ <hr/> Creature -- Elemental Horse <hr/> 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. <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Colorstorm Stallion ①④④ <hr/> Creature -- Elemental Horse <hr/> 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. <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Colorstorm Stallion ①④④ <hr/> Creature -- Elemental Horse <hr/> 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. <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Disdainful Stroke ①④ <hr/> Instant <hr/> Counter target spell with mana value 4 or greater. <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Fire Magic ④ <hr/> Instant <hr/> Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Fire Magic ④ <hr/> Instant <hr/> Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Soul-Guide Lantern ① <hr/> Artifact <hr/> 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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Soul-Guide Lantern ① <hr/> Artifact <hr/> 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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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

<div><div><div>Spell Pierce<div>U</div></div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Spell Snare<div>U</div></div><div>Instant</div><div>Counter target spell with mana value 2.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Spell Snare<div>U</div></div><div>Instant</div><div>Counter target spell with mana value 2.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	
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