

®

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Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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5 U U

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.

5/5

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<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>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>	<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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U

Counter target spell with mana value 2.

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Spirebluff Canal

This land enters tapped unless you control two or fewer other lands.
{T}: Add {U} or {R}.

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Steam Vents

($\{T\}$: Add $\{U\}$ or $\{R\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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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.

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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.

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Three Steps Ahead

U

Instant

Spree (Choose one or more additional costs.)

- + {1}{U} -- Counter target spell.
- + {3} -- Create a token that's a copy of target artifact or creature you control.
- + {2} -- Draw two cards, then discard a card.

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Traumatic Critique

X U R

Instant

Traumatic Critique deals X damage to any target. Draw two cards, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Traumatic Critique

X U R

Instant

Traumatic Critique deals X damage to any target. Draw two cards, then discard a card.

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Playtest cards - Linyuzhan - 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 7/10 - 8 cards - 2.5 x 3.5 in each

<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>Abrade</div><div>1R</div></div><div>Instant</div><div>Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact.</div><div>[sideboard]</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>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>	<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>

1 U R

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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.

[sidebar]

3/3

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① ②

Counter target spell with mana value 4 or greater.

[sideboard]

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UU

Choose one --

- * Counter target creature or enchantment spell.
- * Return one or two target creatures and/or enchantments you own to your hand.

[sidebar]

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U U

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.)

[sideboard]

2/2

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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.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UU

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.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target noncreature spell.

[sidebar]

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①

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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.
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[sideboard]

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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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