

®

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.

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5 U U

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
not your turn.
When this creature enters, tap up to
two target creatures.

5/5

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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.

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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>-----</div> <div>ADVENTURE</div> </div> </div> <div> <div>Stoke Genius</div> <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>-----</div> <div>ADVENTURE</div> </div> </div> <div> <div>Stoke Genius</div> <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>-----</div> <div>ADVENTURE</div> </div> </div> <div> <div>Stoke Genius</div> <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>-----</div> <div>ADVENTURE</div> </div> </div> <div> <div>Stoke Genius</div> <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>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>

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<div><div>Sleight of Hand</div><div>U</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><div>Spell Pierce</div><div>U</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spell Pierce</div><div>U</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spell Snare</div><div>U</div><div>Instant</div><div>Counter target spell with mana value 2.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Spirebluff Canal</div><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></div>	<div><div>Spirebluff Canal</div><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></div>	<div><div>Spirebluff Canal</div><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></div>	<div><div>Spirebluff Canal</div><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></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div>Sunderflock</div><div>7UU</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Sunderflock</div><div>7UU</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Sunderflock</div><div>7UU</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Sunderflock</div><div>7UU</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

Creature -- Elemental Horse

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.

[sidebar]

3/3

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[sidebar]

3/3

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Instant

Counter target spell with mana value 4 or greater.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant

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Counter target spell with mana value
4 or greater.
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[sideboard]

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Legendary Creature -- Elemental Villain

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

Instant

Counter target spell with mana value 2.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant

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Counter target spell with mana value
2.
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[sidebar]

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<div> <div>Spider-Sense</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.) Counter target instant spell, sorcery spell, or triggered ability. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Spider-Sense</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.) Counter target instant spell, sorcery spell, or triggered ability. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Sunspine Lynx</div> <div> <div>2</div> <div>R</div> <div>R</div> </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> <div>5/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	