

Arclight Phoenix 3R Creature -- Phoenix Flying, haste At the beginning of combat on your turn, if you've cast three or more instant and sorcery spells this turn, return this card from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arclight Phoenix 3R Creature -- Phoenix Flying, haste At the beginning of combat on your turn, if you've cast three or more instant and sorcery spells this turn, return this card from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arclight Phoenix 3R Creature -- Phoenix Flying, haste At the beginning of combat on your turn, if you've cast three or more instant and sorcery spells this turn, return this card from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arclight Phoenix 3R Creature -- Phoenix Flying, haste At the beginning of combat on your turn, if you've cast three or more instant and sorcery spells this turn, return this card from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Artist's Talent 1R Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card. {2}{R}: Level 2 Noncreature spells you cast cost {1} less to cast. {2}{R}: Level 3 If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Artist's Talent 1R Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card. {2}{R}: Level 2 Noncreature spells you cast cost {1} less to cast. {2}{R}: Level 3 If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Artist's Talent 1R Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card. {2}{R}: Level 2 Noncreature spells you cast cost {1} less to cast. {2}{R}: Level 3 If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Artist's Talent 1R Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card. {2}{R}: Level 2 Noncreature spells you cast cost {1} less to cast. {2}{R}: Level 3 If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Stefan Schütz - Pioneer (Ultimate Guard European Magic Series: Lille Nove sheet 2/10 - 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.

®

Fiery Impulse deals 2 damage to target creature.
Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.

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$$(\{T\}: \text{Add } \{U\}.)$$

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As an additional cost to cast this spell, discard a card or pay {5}. Lightning Axe deals 5 damage to target creature.

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Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
Draw a card.

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Opt Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opt Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opt Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Otawara, Soaring City Legendary Land {T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Picklock Prankster Creature -- Faerie Rogue Flying, vigilance 1/3 Free the Fae Instant -- Adventure Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Picklock Prankster Creature -- Faerie Rogue Flying, vigilance 1/3 Free the Fae Instant -- Adventure Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Picklock Prankster Creature -- Faerie Rogue Flying, vigilance 1/3 Free the Fae Instant -- Adventure Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Picklock Prankster Creature -- Faerie Rogue Flying, vigilance 1/3 Free the Fae Instant -- Adventure Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Proft's Eidetic Memory ①② Legendary Enchantment When Proft's Eidetic Memory enters, draw a card. You have no maximum hand size. At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Proft's Eidetic Memory ①② Legendary Enchantment When Proft's Eidetic Memory enters, draw a card. You have no maximum hand size. At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverglide Pathway Land {T}: Add {U}. ----- BACK FACE ----- Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverglide Pathway Land {T}: Add {U}. ----- BACK FACE ----- Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Spell Pierce Ⓢ Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce Ⓢ Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Treasure Cruise7U Sorcery Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Draw three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treasure Cruise7U Sorcery Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Draw three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treasure Cruise7U Sorcery Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Draw three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treasure Cruise7U Sorcery Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Draw three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Abrade1R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anger of the Gods1RR Sorcery Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anger of the Gods1RR Sorcery Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	AnnulU Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Annul Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brazen Borrower Creature -- Faerie Rogue Flash Flying This creature can block only creatures with flying. [sideboard] 3/1 ----- ADVENTURE ----- Petty Theft Instant -- Adventure Return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Negate Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prismari Command Instant Choose two -- * Prismari Command deals 2 damage to any target. * Target player draws two cards, then discards two cards. * Target player creates a Treasure token. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thassa's Oracle Creature -- Merfolk Wizard When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.) [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Third Path Iconoclast Creature -- Human Monk Whenever you cast a noncreature spell, create a 1/1 colorless Soldier artifact creature token. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Third Path Iconoclast U R Creature -- Human Monk Whenever you cast a noncreature spell, create a 1/1 colorless Soldier artifact creature token. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt 9 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	