

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 - PhyrexianJohn - Pioneer (Pioneer Decklist Submittal) 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 R Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hall of Storm Giants Land If you control two or more other lands, this land enters tapped. {T}: Add {U}. {5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hall of Storm Giants Land If you control two or more other lands, this land enters tapped. {T}: Add {U}. {5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ledger Shredder 1U Creature -- Bird Advisor Flying Whenever a player casts their second spell each turn, this creature connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Axe R Instant As an additional cost to cast this spell, discard a card or pay {5}. Lightning Axe deals 5 damage to target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Axe R Instant As an additional cost to cast this spell, discard a card or pay {5}. Lightning Axe deals 5 damage to target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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	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

Land
{T}: Add {C}.
{T}: Add {U} or {R}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

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.

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Instant

Counter target noncreature spell
unless its controller pays {2}.

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Land

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

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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	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	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Treasure Cruise 7 U 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 Cruise 7 U 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 Cruise 7 U 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 Cruise 7 U 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
Abrade 1 R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abrade 1 R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anger of the Gods 1 R R 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	Annul U 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 PLAYbotbox.dev	Beacon Bolt Sorcery Beacon Bolt deals damage to target creature equal to the total number of instant and sorcery cards you own in exile and in your graveyard. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crackling Drake Creature -- Drake Flying Crackling Drake's power is equal to the total number of instant and sorcery cards you own in exile and in your graveyard. When this creature enters, draw a card. [sideboard] */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disdainful Stroke Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Disdainful Stroke Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Negate Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Young Pyromancer 1 R Creature -- Human Shaman Whenever you cast an instant or sorcery spell, create a 1/1 red Elemental creature token. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Young Pyromancer 1 R Creature -- Human Shaman Whenever you cast an instant or sorcery spell, create a 1/1 red Elemental creature token. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	