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| <b>Arclight Phoenix</b> (3)(R)<br>Creature -- Phoenix<br><hr/> Flying, haste<br>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.<br><div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                              | <b>Arclight Phoenix</b> (3)(R)<br>Creature -- Phoenix<br><hr/> Flying, haste<br>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.<br><div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                              | <b>Arclight Phoenix</b> (3)(R)<br>Creature -- Phoenix<br><hr/> Flying, haste<br>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.<br><div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                              | <b>Arclight Phoenix</b> (3)(R)<br>Creature -- Phoenix<br><hr/> Flying, haste<br>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.<br><div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                              |
| <b>Artist's Talent</b> (1)(R)<br>Enchantment -- Class<br><hr/> (Gain the next level as a sorcery to add its ability.)<br>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br>{2}{R}: Level 2<br>Noncreature spells you cast cost {1} less to cast.<br>{2}{R}: Level 3<br>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.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Artist's Talent</b> (1)(R)<br>Enchantment -- Class<br><hr/> (Gain the next level as a sorcery to add its ability.)<br>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br>{2}{R}: Level 2<br>Noncreature spells you cast cost {1} less to cast.<br>{2}{R}: Level 3<br>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.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Artist's Talent</b> (1)(R)<br>Enchantment -- Class<br><hr/> (Gain the next level as a sorcery to add its ability.)<br>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br>{2}{R}: Level 2<br>Noncreature spells you cast cost {1} less to cast.<br>{2}{R}: Level 3<br>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.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Artist's Talent</b> (1)(R)<br>Enchantment -- Class<br><hr/> (Gain the next level as a sorcery to add its ability.)<br>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br>{2}{R}: Level 2<br>Noncreature spells you cast cost {1} less to cast.<br>{2}{R}: Level 3<br>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.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div>Consider</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                   | <div><div>Consider</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                   | <div><div>Consider</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                   | <div><div>Consider</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                   |
| <div><div>Fiery Impulse</div><div>Instant</div><div>Fiery Impulse deals 2 damage to target creature.<br/>Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fiery Impulse</div><div>Instant</div><div>Fiery Impulse deals 2 damage to target creature.<br/>Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fiery Impulse</div><div>Instant</div><div>Fiery Impulse deals 2 damage to target creature.<br/>Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fiery Impulse</div><div>Instant</div><div>Fiery Impulse deals 2 damage to target creature.<br/>Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Flashback</div><div>R</div></div> <div>Instant</div> <div>Target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                        | <div><div>Flashback</div><div>R</div></div> <div>Instant</div> <div>Target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Into the Flood Maw</div><div>U</div></div> <div>Instant</div> <div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Into the Flood Maw</div><div>U</div></div> <div>Instant</div> <div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     | <div><div>Lightning Axe</div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay {5}. Lightning Axe deals 5 damage to target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lightning Axe</div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay {5}. Lightning Axe deals 5 damage to target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lightning Axe</div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay {5}. Lightning Axe deals 5 damage to target creature.</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>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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| <b>Otawara, Soaring City</b><br><hr/> <b>Legendary Land</b><br><hr/> {T}: Add {U}.<br>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.<br><div>1/3</div> <hr/> <div>--- ADVENTURE ---</div> <hr/> <b>Free the Fae</b><br><hr/> Instant -- Adventure<br><hr/> Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Picklock Prankster</b><br><hr/> Creature -- Faerie Rogue<br><hr/> Flying, vigilance<br><div>1/3</div> <hr/> <div>--- ADVENTURE ---</div> <hr/> <b>Free the Fae</b><br><hr/> Instant -- Adventure<br><hr/> Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Picklock Prankster</b><br><hr/> Creature -- Faerie Rogue<br><hr/> Flying, vigilance<br><div>1/3</div> <hr/> <div>--- ADVENTURE ---</div> <hr/> <b>Free the Fae</b><br><hr/> Instant -- Adventure<br><hr/> Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                   | <b>Picklock Prankster</b><br><hr/> Creature -- Faerie Rogue<br><hr/> Flying, vigilance<br><div>1/3</div> <hr/> <div>--- ADVENTURE ---</div> <hr/> <b>Free the Fae</b><br><hr/> Instant -- Adventure<br><hr/> Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Picklock Prankster</b><br><hr/> Creature -- Faerie Rogue<br><hr/> Flying, vigilance<br><div>1/3</div> <hr/> <div>--- ADVENTURE ---</div> <hr/> <b>Free the Fae</b><br><hr/> Instant -- Adventure<br><hr/> Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                           | <b>Prismari Command</b><br><hr/> Instant<br><hr/> Choose two --<br>* Prismari Command deals 2 damage to any target.<br>* Target player draws two cards, then discards two cards.<br>* Target player creates a Treasure token.<br>* Destroy target artifact.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                            | <b>Proft's Eidetic Memory</b><br><hr/> Legendary Enchantment<br><hr/> When Proft's Eidetic Memory enters, draw a card.<br>You have no maximum hand size.<br>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.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Riverglide Pathway</b><br><hr/> Land<br><hr/> {T}: Add {U}.<br><div>--- BACK FACE ---</div> <hr/> <b>Lavaglide Pathway</b><br><hr/> Land<br><hr/> {T}: Add {R}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                     |

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| <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div><div>----- BACK FACE -----</div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div><div>----- BACK FACE -----</div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div><div>----- BACK FACE -----</div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stormcarved Coast</div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    |

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| <div><div>Treasure Cruise</div><div><div>7</div><div>U</div></div></div> <div>Sorcery</div> <div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Draw three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                         | <div><div>Treasure Cruise</div><div><div>7</div><div>U</div></div></div> <div>Sorcery</div> <div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Draw three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                           | <div><div>Treasure Cruise</div><div><div>7</div><div>U</div></div></div> <div>Sorcery</div> <div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Draw three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                           | <div><div>Treasure Cruise</div><div><div>7</div><div>U</div></div></div> <div>Sorcery</div> <div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Draw three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Abrade</div><div><div>1</div><div>R</div></div></div> <div>Instant</div> <div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div> <div>[sideboard]</div> <div>3/1</div> <div>----- ADVENTURE -----</div> <div><div>Petty Theft</div><div><div>1</div><div>U</div></div></div> <div>Instant -- Adventure</div> <div>Return target nonland permanent an opponent controls to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Brazen Borrower</div><div><div>1</div><div>U</div><div>U</div></div></div> <div>Creature -- Faerie Rogue</div> <div>Flash<br/>Flying<br/>This creature can block only creatures with flying.</div> <div>[sideboard]</div> <div>3/1</div> <div>----- ADVENTURE -----</div> <div><div>Petty Theft</div><div><div>1</div><div>U</div></div></div> <div>Instant -- Adventure</div> <div>Return target nonland permanent an opponent controls to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Brazen Borrower</div><div><div>1</div><div>U</div><div>U</div></div></div> <div>Creature -- Faerie Rogue</div> <div>Flash<br/>Flying<br/>This creature can block only creatures with flying.</div> <div>[sideboard]</div> <div>3/1</div> <div>----- ADVENTURE -----</div> <div><div>Petty Theft</div><div><div>1</div><div>U</div></div></div> <div>Instant -- Adventure</div> <div>Return target nonland permanent an opponent controls to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Disdainful Stroke</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>Counter target spell with mana value 4 or greater.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                  |

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| <div><div><div>Disdainful Stroke</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div><div><div>1/3</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                 | <div><div><div>Ledger Shredder</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Bird Advisor</div><div>Flying<br/>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.)</div><div>[sideboard]</div><div><div>1/3</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ledger Shredder</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Bird Advisor</div><div>Flying<br/>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.)</div><div>[sideboard]</div><div><div>1/3</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ledger Shredder</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Bird Advisor</div><div>Flying<br/>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.)</div><div>[sideboard]</div><div><div>1/3</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Ledger Shredder</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Bird Advisor</div><div>Flying<br/>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.)</div><div>[sideboard]</div><div><div>1/3</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mystical Dispute</div><div><div>2</div><div>U</div></div></div><div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div><div>1/3</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                              | <div><div><div>Mystical Dispute</div><div><div>2</div><div>U</div></div></div><div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div><div>1/3</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                              | <div><div><div>Mystical Dispute</div><div><div>2</div><div>U</div></div></div><div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div><div>1/3</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                              |

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| <div><div>Redcap Melee</div><div>Instant</div><div>Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Redcap Melee</div><div>Instant</div><div>Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Redcap Melee</div><div>Instant</div><div>Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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