Arclight Phoenix (3)(R)

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 PLAY botbox.dev

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Artist's Talent (1)(R)

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.

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Consider (U)

Instant

Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
Draw a card.

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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.

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Galvanic Iteration (U)(R)

Instant

When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.
Flashback {1}{U}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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

Into the Flood Maw (U)

Instant

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Opt (U)

Instant

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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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.

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Picklock Prankster 1U

Creature -- Faerie Rogue

Flying, vigilance

1/3

- - - ADVENTURE - - -

Free the Fae 1U

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 PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismari Command 1UR

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Proft's Eidetic Memory 1U

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 PLAY botbox.dev

Riverglide Pathway

Land

{T}: Add {U}.

- - - BACK FACE - - -

Lavaglide Pathway

Land

{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riverglide Pathway

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- - - BACK FACE - - -

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Lavaglide Pathway

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Riverglide Pathway

Land

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- - - BACK FACE - - -

Lavaglide Pathway

Land

{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sleight of Hand (U)

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirebluff Canal

Land

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stormcarved Coast

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temporal Trespass {8}{U}{U}{U}

Sorcery

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Take an extra turn after this one.
Exile Temporal Trespass.

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Treasure Cruise 7U

Sorcery

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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Draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abrade 1R

Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aether Gust 1U

Instant

Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brazen Borrower 1UU

Creature -- Faerie Rogue

Flash
Flying
This creature can block only creatures with flying.

[sideboard]

3/1

- - - ADVENTURE - - -

Petty Theft 1U

Instant -- Adventure

Return target nonland permanent an opponent controls to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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Playtest cards - mami - Pioneer v3 Group AC5A8C (Galvanic Iteration, Temporal Trespass) (P sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Ledger Shredder {1}{U}

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.)

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystical Dispute {2}{U}

Instant

This spell costs {2} less to cast if it targets a blue spell.
Counter target spell unless its controller pays {3}.

[sideboard]

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[sideboard]

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Proft's Eidetic Memory {1}{U}

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Redcap Melee {R}

Instant

Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Pierce {U}

Instant

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

[sideboard]

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Spell Pierce (U)

Instant

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[sideboard]

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

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[sideboard]

2/1

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