

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	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	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	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
Beacon Bolt (1)(U)(R) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chart a Course (1)(U) Sorcery Draw two cards. Then discard a card unless you attacked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chart a Course (1)(U) Sorcery Draw two cards. Then discard a card unless you attacked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chart a Course (1)(U) Sorcery Draw two cards. Then discard a card unless you attacked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chart a Course 1 U Sorcery Draw two cards. Then discard a card unless you attacked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crackling Drake U U R R 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. */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crackling Drake U U R R 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. */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crash Through R Sorcery Creatures you control gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Maximize Velocity Sorcery Target creature gets +1/+1 and gains haste until end of turn. 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Maximize Velocity Sorcery Target creature gets +1/+1 and gains haste until end of turn. 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Mountain Basic Land -- Mountain {T}: Add {R}. 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	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

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Shock Instant Shock deals 2 damage to any target. 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	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	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
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	Sulfur Falls Land This land enters tapped unless you control an Island or a Mountain. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfur Falls Land This land enters tapped unless you control an Island or a Mountain. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfur Falls Land This land enters tapped unless you control an Island or a Mountain. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sulfur Falls Land This land enters tapped unless you control an Island or a Mountain. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormenting Voice Sorcery As an additional cost to cast this spell, discard a card. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormenting Voice Sorcery As an additional cost to cast this spell, discard a card. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormenting Voice Sorcery As an additional cost to cast this spell, discard a card. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dire Fleet Daredevil Creature -- Human Pirate First strike When this creature enters, exile target instant or sorcery card from an opponent's graveyard. You may cast it this turn, and mana of any type can be spent to cast that spell. If that spell would be put into a graveyard, exile it instead. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dire Fleet Daredevil Creature -- Human Pirate First strike When this creature enters, exile target instant or sorcery card from an opponent's graveyard. You may cast it this turn, and mana of any type can be spent to cast that spell. If that spell would be put into a graveyard, exile it instead. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PurAqua - Standard (Standard League)

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.

sheet 8/10 - 8 cards - 2.5 x 3.5 in each

Disdainful Stroke ①①U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Cannonade ②②R Instant Fiery Cannonade deals 2 damage to each non-Pirate creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Cannonade ②②R Instant Fiery Cannonade deals 2 damage to each non-Pirate creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lava Coil ①①R Sorcery Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lava Coil ①①R Sorcery Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate ①①U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate ①①U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate ①①U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Niv-Mizzet, ParunUUURRR Legendary Creature -- Dragon Wizard This spell can't be countered. Flying Whenever you draw a card, Niv-Mizzet deals 1 damage to any target. Whenever a player casts an instant or sorcery spell, you draw a card. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Niv-Mizzet, ParunUUURRR Legendary Creature -- Dragon Wizard This spell can't be countered. Flying Whenever you draw a card, Niv-Mizzet deals 1 damage to any target. Whenever a player casts an instant or sorcery spell, you draw a card. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ral, Izzet Viceroy3UR Legendary Planeswalker -- Ral [+1]: Look at the top two cards of your library. Put one of them into your hand and the other into your graveyard. [-3]: Ral deals damage to target creature equal to the total number of instant and sorcery cards you own in exile and in your graveyard. [-8]: You get an emblem with "Whenever you cast an instant or sorcery spell, this emblem deals 4 damage to any target and you draw two cards." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	

Playtest cards - PurAqua - Standard (Standard League)

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sheet 10/10 - 3 cards - 2.5 x 3.5 in each