

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	Blink of an Eye (1)(U) Instant Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.) Return target nonland permanent to its owner's hand. If this spell was kicked, draw a 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

① ②

Draw two cards. Then discard a card unless you attacked this turn.

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U U R R

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**

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UURR

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* / 4

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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**

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① U/B

Surveil 2, then draw a card. (To surveil 2, look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

- - - RIGHT HALF - - -

③ ④ ⑤

Each opponent returns a nonland permanent they control with the greatest mana value among permanents they control to its owner's hand, then discards a card.

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① U/E

Surveil 2, then draw a card. (To surveil 2, look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

- - - RIGHT HALF - -

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Each opponent returns a nonland permanent they control with the greatest mana value among permanents they control to its owner's hand, then discards a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Electromancer U R Creature -- Goblin Wizard Instant and sorcery spells you cast cost {1} less to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Electromancer U R Creature -- Goblin Wizard Instant and sorcery spells you cast cost {1} less to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Electromancer U R Creature -- Goblin Wizard Instant and sorcery spells you cast cost {1} less to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island Basic Land -- Island ({T}): Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}): Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lava Coil 1 R Sorcery Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lava Coil 1 R Sorcery Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lava Coil 1 R Sorcery Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}): Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}): Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}): Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Murmuring Mystic 3U Creature -- Human Wizard Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying. 1/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Radical Idea 1 U Instant Draw a card. 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	Radical Idea 1 U Instant Draw a card. 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	Radical Idea 1 U Instant Draw a card. 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	Radical Idea 1 U Instant Draw a card. 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
Shock R Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock R Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock R Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock R Instant Shock deals 2 damage to any target. 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. 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 PLAYbotbox.dev

The Mirari Conjecture ④①① Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Return target instant card from your graveyard to your hand. II -- Return target sorcery card from your graveyard to your hand. III -- Until end of turn, whenever you cast an instant or sorcery spell, copy it. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormenting Voice ①①① 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 ①①① 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 ①①① Sorcery As an additional cost to cast this spell, discard a card. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Banefire ①①① Sorcery Banefire deals X damage to any target. If X is 5 or more, this spell can't be countered and the damage can't be prevented. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beacon Bolt ①①①①① 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 PLAY botbox.dev	Entrancing Melody ①①①①① Sorcery Gain control of target creature with mana value X. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Entrancing Melody ①①①①① Sorcery Gain control of target creature with mana value X. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X U U

Gain control of target creature with
mana value X.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead.

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③ ④

Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying.

1/5

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① ②

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U U U R R R

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.

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U U U R R R

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.

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3 U R

[+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.

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[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."
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Shivan Fire

R

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Shivan Fire deals 2 damage to target creature. If this spell was kicked, it deals 4 damage instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shivan Fire

R

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Shivan Fire deals 2 damage to target creature. If this spell was kicked, it deals 4 damage instead.

[sideboard]

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Star of Extinction

5RR

Sorcery

Destroy target land. Star of Extinction deals 20 damage to each creature and each planeswalker.

[sideboard]

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Playtest cards - 7720 - Standard (Standard League)

sheet 10/10 - 3 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.