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| <div>Arclight Phoenix</div> <div>3R</div> <div>Creature -- Phoenix</div> <div>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.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Arclight Phoenix</div> <div>3R</div> <div>Creature -- Phoenix</div> <div>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.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Arclight Phoenix</div> <div>3R</div> <div>Creature -- Phoenix</div> <div>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.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Arclight Phoenix</div> <div>3R</div> <div>Creature -- Phoenix</div> <div>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.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Chart a Course</div> <div>1U</div> <div>Sorcery</div> <div>Draw two cards. Then discard a card unless you attacked this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                  | <div>Chart a Course</div> <div>1U</div> <div>Sorcery</div> <div>Draw two cards. Then discard a card unless you attacked this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                  | <div>Consider</div> <div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                    | <div>Consider</div> <div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>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> | <div><div>Galvanic Iteration</div><div>Instant</div><div>When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.<br/>Flashback {1}{U}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Galvanic Iteration</div><div>Instant</div><div>When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.<br/>Flashback {1}{U}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Hall of Storm Giants</div><div>Land</div><div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {U}.<br/>{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}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Hall of Storm Giants</div><div>Land</div><div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {U}.<br/>{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}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><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><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><div><div>Ledger Shredder</div><div>1U</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>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                        | <div><div><div>Ledger Shredder</div><div>1U</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>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                        | <div><div><div>Ledger Shredder</div><div>1U</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>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Ledger Shredder</div><div>1U</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>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div><div>Lightning Axe</div><div>R</div></div><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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Lightning Axe</div><div>R</div></div><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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Lightning Axe</div><div>R</div></div><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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Opt</div><div>U</div></div><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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                     |
| <div><div><div>Opt</div><div>U</div></div><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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                               | <div><div><div>Opt</div><div>U</div></div><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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                               | <div><div><div>Opt</div><div>U</div></div><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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                               | <div><div><div>Otawara, Soaring City</div></div><div><div>Legendary Land</div><div>{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.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div>Pieces of the Puzzle 2U</div> <div>Sorcery</div> <div>Reveal the top five cards of your library. Put up to two instant and/or sorcery cards from among them into your hand and the rest into your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Pieces of the Puzzle 2U</div> <div>Sorcery</div> <div>Reveal the top five cards of your library. Put up to two instant and/or sorcery cards from among them into your hand and the rest into your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Pieces of the Puzzle 2U</div> <div>Sorcery</div> <div>Reveal the top five cards of your library. Put up to two instant and/or sorcery cards from among them into your hand and the rest into your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Pieces of the Puzzle 2U</div> <div>Sorcery</div> <div>Reveal the top five cards of your library. Put up to two instant and/or sorcery cards from among them into your hand and the rest into your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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>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>                                               |

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| <div><div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div><div>Spikefield Hazard</div><div>Instant</div><div>Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead.</div></div><div><div>----- BACK FACE -----</div><div><div>Spikefield Cave</div><div>Land</div><div>This land enters tapped. {T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Spikefield Hazard</div><div>Instant</div><div>Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead.</div></div><div><div>----- BACK FACE -----</div><div><div>Spikefield Cave</div><div>Land</div><div>This land enters tapped. {T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                       | <div><div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div></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>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>                    | <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>                    | <div><div>Temporal Trespass 8UUU</div><div>Sorcery</div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Take an extra turn after this one.<br/>Exile Temporal Trespass.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Temporal Trespass 8UUU</div><div>Sorcery</div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Take an extra turn after this one.<br/>Exile Temporal Trespass.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Thing in the Ice</div><div><div>1</div><div>U</div></div></div> <div>Creature -- Horror</div> <div>Defender<br/>This creature enters with four ice counters on it.<br/>Whenever you cast an instant or sorcery spell, remove an ice counter from this creature. Then if it has no ice counters on it, transform it.</div> <div>0/4</div> <div>----- BACK FACE -----</div> <div>Awoken Horror</div> <div>Creature -- Kraken Horror</div> <div>When this creature transforms into Awoken Horror, return all non-Horror creatures to their owners' hands.</div> <div>7/8</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>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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   | <div><div>Aether Gust</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |



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| <div><div><div>Aether Gust</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Crackling Drake</div><div><div>U</div><div>U</div><div>R</div><div>R</div></div></div><div><div>Creature -- Drake</div><div>Flying<br/>Crackling Drake's power is equal to the total number of instant and sorcery cards you own in exile and in your graveyard.<br/>When this creature enters, draw a card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Crackling Drake</div><div><div>U</div><div>U</div><div>R</div><div>R</div></div></div><div><div>Creature -- Drake</div><div>Flying<br/>Crackling Drake's power is equal to the total number of instant and sorcery cards you own in exile and in your graveyard.<br/>When this creature enters, draw a card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <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><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><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                            | <div><div><div>Spell Pierce</div><div><div>U</div></div></div><div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    |

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| <div><div><div>Sweltering Suns</div><div><div>1</div><div>R</div><div>R</div></div></div><div>Sorcery</div><div>Sweltering Suns deals 3 damage to each creature.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Young Pyromancer</div><div><div>1</div><div>R</div></div></div><div>Creature -- Human Shaman</div><div>Whenever you cast an instant or sorcery spell, create a 1/1 red Elemental creature token.</div><div>[sideboard]</div><div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Young Pyromancer</div><div><div>1</div><div>R</div></div></div><div>Creature -- Human Shaman</div><div>Whenever you cast an instant or sorcery spell, create a 1/1 red Elemental creature token.</div><div>[sideboard]</div><div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |  |
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