

<div><div>Arclight Phoenix</div><div><div>3</div><div>R</div></div><div>Creature -- Phoenix</div><div>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.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Arclight Phoenix</div><div><div>3</div><div>R</div></div><div>Creature -- Phoenix</div><div>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.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Arclight Phoenix</div><div><div>3</div><div>R</div></div><div>Creature -- Phoenix</div><div>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.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Arclight Phoenix</div><div><div>3</div><div>R</div></div><div>Creature -- Phoenix</div><div>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.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Consider</div><div><div>U</div></div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Consider</div><div><div>U</div></div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Consider</div><div><div>U</div></div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Consider</div><div><div>U</div></div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Fiery Impulse</div><div>R</div></div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Fiery Impulse</div><div>R</div></div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Fiery Impulse</div><div>R</div></div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Fiery Impulse</div><div>R</div></div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Hall of Storm Giants</div></div> <div>Land</div> <div>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}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Hall of Storm Giants</div></div> <div>Land</div> <div>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}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Island</div></div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Island</div></div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Ledger Shredder1U</div> <div>Creature -- Bird Advisor</div> <div>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.)</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ledger Shredder1U</div> <div>Creature -- Bird Advisor</div> <div>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.)</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ledger Shredder1U</div> <div>Creature -- Bird Advisor</div> <div>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.)</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ledger Shredder1U</div> <div>Creature -- Bird Advisor</div> <div>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.)</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Lightning AxeR</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>Lightning AxeR</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>Lightning AxeR</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>Lightning AxeR</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Otawara, Soaring City</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Picklock Prankster</div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>----- ADVENTURE -----</div><div>Free the Fae</div><div>Instant -- Adventure</div><div>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Picklock Prankster</div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>----- ADVENTURE -----</div><div>Free the Fae</div><div>Instant -- Adventure</div><div>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Picklock Prankster</div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>----- ADVENTURE -----</div><div>Free the Fae</div><div>Instant -- Adventure</div><div>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Picklock Prankster</div><div><div>1</div><div>U</div></div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>----- ADVENTURE -----</div><div>Free the Fae</div><div><div>1</div><div>U</div></div><div>Instant -- Adventure</div><div>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Proft's Eidetic Memory</div><div><div>1</div><div>U</div></div><div>Legendary Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Proft's Eidetic Memory</div><div><div>1</div><div>U</div></div><div>Legendary Enchantment</div><div>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.</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>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><div>U</div></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>

<div><div>Sleight of Hand</div><div>Ⓢ</div></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><div>Sleight of Hand</div><div>Ⓢ</div></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><div>Sleight of Hand</div><div>Ⓢ</div></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><div>Spell Pierce</div><div>Ⓢ</div></div> <div>Instant</div> <div>Counter target noncreature spell unless its controller pays {2}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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}.) 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}.) 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}.) 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}.) 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. {T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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}.) 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}.) 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}.) 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}.) Draw three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Ashiok, Dream Render</div><div><div>1</div><div>U/B</div><div>U/B</div></div></div> <div>Legendary Planeswalker -- Ashiok</div> <div>Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard.</div> <div>[sideboard]</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Ashiok, Dream Render</div><div><div>1</div><div>U/B</div><div>U/B</div></div></div> <div>Legendary Planeswalker -- Ashiok</div> <div>Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard.</div> <div>[sideboard]</div> <div>L 5</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 Flying 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 Flying 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>Brotherhood's End (1RR)</div> <div>Sorcery</div> <div>Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Brotherhood's End (1RR)</div> <div>Sorcery</div> <div>Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Crackling Drake (UURR)</div> <div>Creature -- Drake</div> <div>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.</div> <div>[sideboard]</div> <div>*/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Crackling Drake (UURR)</div> <div>Creature -- Drake</div> <div>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.</div> <div>[sideboard]</div> <div>*/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Crackling Drake (UURR)</div> <div>Creature -- Drake</div> <div>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.</div> <div>[sideboard]</div> <div>*/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Mystical Dispute (2U)</div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Mystical Dispute (2U)</div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Negate (1U)</div> <div>Instant</div> <div>Counter target noncreature spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div><div>Negate</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tears of Valakut</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div>This spell can't be countered. Tears of Valakut deals 5 damage to target creature with flying.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tears of Valakut</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div>This spell can't be countered. Tears of Valakut deals 5 damage to target creature with flying.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	
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