

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
Consider (U) Instant Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consider (U) Instant Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consider (U) Instant Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consider (U) Instant Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fiery Impulse



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



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.)

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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}.)

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Island

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

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<div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div><div>1</div><div>U</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div><div>1</div><div>U</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ledger Shredder</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><div>1</div><div>3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ledger Shredder</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><div>1</div><div>3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Picklock Prankster</div><div>①①</div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>----- ADVENTURE -----</div><div>Free the Fae</div><div>①①</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>Picklock Prankster</div><div>①①</div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>----- ADVENTURE -----</div><div>Free the Fae</div><div>①①</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>Picklock Prankster</div><div>①①</div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>----- ADVENTURE -----</div><div>Free the Fae</div><div>①①</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>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>
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<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>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>	<div><div>Anger of the Gods</div><div><div>1</div><div>R</div><div>R</div></div></div> <div>Sorcery</div> <div>Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Anger of the Gods</div><div><div>1</div><div>R</div><div>R</div></div></div> <div>Sorcery</div> <div>Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.</div> <div>[sideboard]</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>

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<div><div><div>Young Pyromancer</div><div><div>1</div><div>R</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Young Pyromancer</div><div><div>1</div><div>R</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Young Pyromancer</div><div><div>1</div><div>R</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	
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