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| <p><b>Arclight Phoenix</b> (3)(R)</p> <p>Creature -- Phoenix</p> <p>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.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                     | <p><b>Arclight Phoenix</b> (3)(R)</p> <p>Creature -- Phoenix</p> <p>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.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Arclight Phoenix</b> (3)(R)</p> <p>Creature -- Phoenix</p> <p>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.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Arclight Phoenix</b> (3)(R)</p> <p>Creature -- Phoenix</p> <p>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.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Brazen Borrower</b> (1)(U)(U)</p> <p>Creature -- Faerie Rogue</p> <p>Flash<br/>Flying<br/>This creature can block only creatures with flying.</p> <p>3/1</p> <p>----- ADVENTURE -----</p> <p><b>Petty Theft</b> (1)(U)</p> <p>Instant -- Adventure</p> <p>Return target nonland permanent an opponent controls to its owner's hand.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Consider</b> (U)</p> <p>Instant</p> <p>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                  | <p><b>Consider</b> (U)</p> <p>Instant</p> <p>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                  | <p><b>Consider</b> (U)</p> <p>Instant</p> <p>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                  |

Playtest cards - Xenowan - Pioneer (Pioneer Challenge 64)

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 1/10 - 8 cards - 2.5 x 3.5 in each

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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.) 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>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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}. )</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                              |

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| <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>Ledger Shredder</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>Ledger Shredder</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>Ledger Shredder</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>Ledger Shredder</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>Lightning Axe</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>Lightning Axe</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>Lightning Axe</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>                                                                                                                |

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| <p><b>Lightning Axe</b> (R)</p> <p>Instant</p> <p>As an additional cost to cast this spell, discard a card or pay {5}. Lightning Axe deals 5 damage to target creature.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Opt</b> (U)</p> <p>Instant</p> <p>Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                             | <p><b>Opt</b> (U)</p> <p>Instant</p> <p>Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                     | <p><b>Opt</b> (U)</p> <p>Instant</p> <p>Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                     |
| <p><b>Opt</b> (U)</p> <p>Instant</p> <p>Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                               | <p><b>Otawara, Soaring City</b></p> <p>Legendary Land</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Picklock Prankster</b> (1 U)</p> <p>Creature -- Faerie Rogue</p> <p>Flying, vigilance</p> <p>1/3</p> <p>--- ADVENTURE ---</p> <p><b>Free the Fae</b> (1 U)</p> <p>Instant -- Adventure</p> <p>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Picklock Prankster</b> (1 U)</p> <p>Creature -- Faerie Rogue</p> <p>Flying, vigilance</p> <p>1/3</p> <p>--- ADVENTURE ---</p> <p><b>Free the Fae</b> (1 U)</p> <p>Instant -- Adventure</p> <p>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - Xenowan - Pioneer (Pioneer Challenge 64)

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Picklock Prankster</b> ① ①<br>Creature -- Faerie Rogue<br>Flying, vigilance<br><div>1/3</div> <hr/> --- ADVENTURE ---<br><b>Free the Fae</b> ① ①<br>Instant -- Adventure<br>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Picklock Prankster</b> ① ①<br>Creature -- Faerie Rogue<br>Flying, vigilance<br><div>1/3</div> <hr/> --- ADVENTURE ---<br><b>Free the Fae</b> ① ①<br>Instant -- Adventure<br>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Prismari Command</b> ① ① ①<br>Instant<br>Choose two --<br>* Prismari Command deals 2 damage to any target.<br>* Target player draws two cards, then discards two cards.<br>* Target player creates a Treasure token.<br>* Destroy target artifact.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Proft's Eidetic Memory</b> ① ①<br>Legendary Enchantment<br>When Proft's Eidetic Memory enters, draw a card.<br>You have no maximum hand size.<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Riverglide Pathway</b><br>Land<br>{T}: Add {U}.<br><hr/> --- BACK FACE ---<br><b>Lavaglide Pathway</b><br>Land<br>{T}: Add {R}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                       | <b>Riverglide Pathway</b><br>Land<br>{T}: Add {U}.<br><hr/> --- BACK FACE ---<br><b>Lavaglide Pathway</b><br>Land<br>{T}: Add {R}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                       | <b>Riverglide Pathway</b><br>Land<br>{T}: Add {U}.<br><hr/> --- BACK FACE ---<br><b>Lavaglide Pathway</b><br>Land<br>{T}: Add {R}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                    | <b>Riverglide Pathway</b><br>Land<br>{T}: Add {U}.<br><hr/> --- BACK FACE ---<br><b>Lavaglide Pathway</b><br>Land<br>{T}: Add {R}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                               |

Playtest cards - Xenowan - Pioneer (Pioneer Challenge 64)

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Sleight of Hand</div><div>U</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>U</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>U</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>U</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>Spell Pierce</div><div>U</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          | <div><div>Spell Pierce</div><div>U</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                          | <div><div>Spikefield Hazard</div><div>R</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>-----BACK FACE-----</div><div><div>Spikefield Cave</div><div>Land</div><div>This land enters tapped. {T}: Add {R}.</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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.<br/>{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.<br/>{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.<br/>{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}.)<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>                    |

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| <b>Treasure Cruise</b> (7)(U)<br><hr/> Sorcery<br><hr/> Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>Draw three cards.                                   | <b>Treasure Cruise</b> (7)(U)<br><hr/> Sorcery<br><hr/> Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>Draw three cards.                                           | <b>Treasure Cruise</b> (7)(U)<br><hr/> Sorcery<br><hr/> Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>Draw three cards.                                                                                                                              | <b>Treasure Cruise</b> (7)(U)<br><hr/> Sorcery<br><hr/> Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>Draw three cards.                                                                                                                                                                                            |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                    | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                            | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                               | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                             |
| <b>Aether Gust</b> (1)(U)<br><hr/> Instant<br><hr/> 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.<br><br>[sideboard] | <b>Anger of the Gods</b> (1)(R)(R)<br><hr/> Sorcery<br><hr/> Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.<br><br>[sideboard] | <b>Ashiok, Dream Render</b> (1)(U/B)(U/B)<br><hr/> Legendary Planeswalker -- Ashiok<br><hr/> Spells and abilities your opponents control can't cause their controller to search their library.<br>[-1]: Target player mills four cards. Then exile each opponent's graveyard.<br><br>[sideboard] | <b>Beacon Bolt</b> (1)(U)(R)<br><hr/> Sorcery<br><hr/> 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.)<br><br>[sideboard] |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                    | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                            | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                               | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                             |

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| <div>Brotherhood's End</div> <div>1RR</div> <div>Sorcery</div> <div>Choose one --<br/>* Brotherhood's End deals 3 damage to each creature and each planeswalker.<br/>* Destroy all artifacts with mana value 3 or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Crackling Drake</div> <div>UURR</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>*/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Crackling Drake</div> <div>UURR</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>*/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Disdainful Stroke</div> <div>1U</div> <div>Instant</div> <div>Counter target spell with mana value 4 or greater.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <div>Mystical Dispute</div> <div>2U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                | <div>Mystical Dispute</div> <div>2U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                     | <div>Negate</div> <div>1U</div> <div>Instant</div> <div>Counter target noncreature spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                    | <div>Thing in the Ice</div> <div>1U</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>[sideboard]</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> |

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| <div> <div> <b>Unlicensed Hearse</b> <div>2</div> </div> <div> Artifact -- Vehicle </div> <div> <div> {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 </div> <div> [sideboard] </div> <div> <div>*/*</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> <b>Young Pyromancer</b> <div>1R</div> </div> <div> Creature -- Human Shaman </div> <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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> <b>Young Pyromancer</b> <div>1R</div> </div> <div> Creature -- Human Shaman </div> <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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> |  |
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