

<div>Arclight Phoenix</div> <div>3R</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>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 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 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 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>Ashiok, Dream Render</div> <div>1U/BU/B</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>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ashiok, Dream Render</div> <div>1U/BU/B</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>L 5</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.) 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.) Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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<div><div><div>Ledger Shredder</div><div>①②</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></div>	<div><div><div>Ledger Shredder</div><div>①②</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></div>	<div><div><div>Ledger Shredder</div><div>①②</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></div>	<div><div><div>Ledger Shredder</div><div>①②</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></div>

<div><div>Lightning Axe</div><div>R</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>R</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>R</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>R</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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Otawara, Soaring City <hr/> Legendary Land <hr/> {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>1/3</div> <hr/> Free the Fae <hr/> Instant -- Adventure <hr/> Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Picklock Prankster <hr/> Creature -- Faerie Rogue <hr/> Flying, vigilance <div>1/3</div> <hr/> Free the Fae <hr/> Instant -- Adventure <hr/> Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Picklock Prankster <hr/> Creature -- Faerie Rogue <hr/> Flying, vigilance <div>1/3</div> <hr/> Free the Fae <hr/> Instant -- Adventure <hr/> Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Picklock Prankster <hr/> Creature -- Faerie Rogue <hr/> Flying, vigilance <div>1/3</div> <hr/> Free the Fae <hr/> Instant -- Adventure <hr/> Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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Playtest cards - Imfranlv - Pioneer (Pioneer League)

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

<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>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>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>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>
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Treasure Cruise (7)(U) <hr/> Sorcery <hr/> Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Draw three cards. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Treasure Cruise (7)(U) <hr/> Sorcery <hr/> Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Draw three cards. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Treasure Cruise (7)(U) <hr/> Sorcery <hr/> Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Draw three cards. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Treasure Cruise (7)(U) <hr/> Sorcery <hr/> Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Draw three cards. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
Abrade (1)(R) <hr/> Instant <hr/> Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Anger of the Gods (1)(R)(R) <hr/> Sorcery <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. <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Brazen Borrower (1)(U)(U) <hr/> Creature -- Faerie Rogue <hr/> Flash Flying This creature can block only creatures with flying. <p>[sideboard]</p> <div>3/1</div> <p>--- ADVENTURE ---</p> <hr/> Petty Theft (1)(U) <hr/> Instant -- Adventure <hr/> Return target nonland permanent an opponent controls to its owner's hand. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Brazen Borrower (1)(U)(U) <hr/> Creature -- Faerie Rogue <hr/> Flash Flying This creature can block only creatures with flying. <p>[sideboard]</p> <div>3/1</div> <p>--- ADVENTURE ---</p> <hr/> Petty Theft (1)(U) <hr/> Instant -- Adventure <hr/> Return target nonland permanent an opponent controls to its owner's hand. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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

① R R

Choose one --

- * Brotherhood's End deals 3 damage to each creature and each planeswalker.
- * Destroy all artifacts with mana value 3 or less.

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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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*** / 4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

This spell costs {2} less to cast if it targets a blue spell.
Counter target spell unless its controller pays {3}.

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① ②

[sidebar]

① R

2/1

① R

2/1

sheet 10/10 - 3 cards - 2.5 x 3.5 in each