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

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| <div><div><div>Consider</div><div>Ⓢ</div></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>                                                                                                                                    | <div><div><div>Fiery Impulse</div><div>Ⓡ</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                         | <div><div><div>Fiery Impulse</div><div>Ⓡ</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                         | <div><div><div>Fiery Impulse</div><div>Ⓡ</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Galvanic Iteration</div><div>ⓈⓇ</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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.<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>Hall of Storm Giants</div></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>Island</div></div><div>Basic Land -- Island</div><div>( {T} : Add {U} . )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>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 Shredder1U</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 Shredder1U</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 Shredder1U</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 Shredder1U</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 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>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>                                                                                                                 |

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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>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> | <div><div><div>Picklock Prankster</div><div>1U</div></div><div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div></div></div> <div><div>1/3</div><div>--- ADVENTURE ---</div><div><div>Free the Fae</div><div>1U</div></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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><div>Picklock Prankster</div><div>1U</div></div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>----- ADVENTURE -----</div><div><div>Free the Fae</div><div>1U</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><div>Picklock Prankster</div><div>1U</div></div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>----- ADVENTURE -----</div><div><div>Free the Fae</div><div>1U</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><div>Picklock Prankster</div><div>1U</div></div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>----- ADVENTURE -----</div><div><div>Free the Fae</div><div>1U</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><div>Proft's Eidetic Memory</div><div>1U</div></div><div>Legendary Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Proft's Eidetic Memory</div><div>1U</div></div><div>Legendary Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Riverglide Pathway</div></div><div>Land</div><div>{T}: Add {U}.</div><div>----- BACK FACE -----</div><div><div>Lavaglide Pathway</div></div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                        | <div><div><div>Riverglide Pathway</div></div><div>Land</div><div>{T}: Add {U}.</div><div>----- BACK FACE -----</div><div><div>Lavaglide Pathway</div></div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                        | <div><div><div>Riverglide Pathway</div></div><div>Land</div><div>{T}: Add {U}.</div><div>----- BACK FACE -----</div><div><div>Lavaglide Pathway</div></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>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> |
| <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>Spell Pierce</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>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>                            |

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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>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>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> |

## Treasure Cruise

⑦ ⑧

## Sorcery

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)  
Draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Treasure Cruise

⑦⑧

## Sorcery

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)  
Draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Treasure Cruise

⑦⑧

## Sorcery

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)  
Draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Treasure Cruise

(7) (U)

Sorcery

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)  
Draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Aether Gust

① ②

## Instant

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Anger of the Gods

① R R

## Sorcery

Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Anger of the Gods

① R R

## Sorcery

Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ashiok, Dream Render 1 U/B U/B

① U/B U/B

Legendary Planeswalker -- Ashiok

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.

[sideboard]

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - -Fish - 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 8/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Ashiok, Dream Render</b> <span>1</span><span>U</span><span>B</span><span>U</span><span>B</span> </div> <div>           Legendary Planeswalker -- Ashiok         </div> <div>           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.         </div> <div>           [sideboard]         </div> <div> <div>L 5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Brazen Borrower</b> <span>1</span><span>U</span><span>U</span> </div> <div>           Creature -- Faerie Rogue         </div> <div>           Flash<br/>           Flying<br/>           This creature can block only creatures with flying.         </div> <div>           [sideboard]         </div> <div> <div>3/1</div> </div> <div>           ----- ADVENTURE -----         </div> <div> <b>Petty Theft</b> <span>1</span><span>U</span> </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 PLAY           botbox.dev         </div> | <div> <b>Crackling Drake</b> <span>U</span><span>U</span><span>R</span><span>R</span> </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>*/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | <div> <b>Crackling Drake</b> <span>U</span><span>U</span><span>R</span><span>R</span> </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>*/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Crackling Drake</b> <span>U</span><span>U</span><span>R</span><span>R</span> </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>*/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                         | <div> <b>Disdainful Stroke</b> <span>1</span><span>U</span> </div> <div>           Instant         </div> <div>           Counter target spell with mana value 4 or greater.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                     | <div> <b>Fable of the Mirror-Breaker</b> <span>2</span><span>R</span> </div> <div>           Enchantment -- Saga         </div> <div>           (As this Saga enters and after your draw step, add a lore counter.)<br/>           I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>           II -- You may discard up to two cards. If you do, draw that many cards.<br/>           III -- Exile this Saga, then return it to the battlefield transformed under your control.         </div> <div>           [sideboard]         </div> <div>           ----- BACK FACE -----         </div> <div> <b>Reflection of Kiki-Jiki</b> </div> <div>           Enchantment Creature -- Goblin Shaman         </div> <div>           {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Mystical Dispute</b> <span>2</span><span>U</span> </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 PLAY           botbox.dev         </div>                                                                                                                                       |

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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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