

<p>Arclight Phoenix (3)(R)</p> <p>Creature -- Phoenix</p> <p>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.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Arclight Phoenix (3)(R)</p> <p>Creature -- Phoenix</p> <p>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.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Arclight Phoenix (3)(R)</p> <p>Creature -- Phoenix</p> <p>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.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Arclight Phoenix (3)(R)</p> <p>Creature -- Phoenix</p> <p>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.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Brazen Borrower (1)(U)(U)</p> <p>Creature -- Faerie Rogue</p> <p>Flash Flying This creature can block only creatures with flying.</p> <p>3/1</p> <p>----- ADVENTURE -----</p> <p>Petty Theft (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>Consider (U)</p> <p>Instant</p> <p>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Consider (U)</p> <p>Instant</p> <p>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Consider (U)</p> <p>Instant</p> <p>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - Slasher21 - 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

<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.) 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. 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. 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. 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>
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<div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Island</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>
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<div><div><div>Picklock Prankster</div><div>①②</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>①②</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>①②</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>①②</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>①②</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>①②</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>①②</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>①②</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>①②</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><div>Proft's Eidetic Memory</div><div>①②</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><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>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>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. {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>

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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. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	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. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	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. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	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. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
Aether Gust (1)(U) <hr/> Instant <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. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	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. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	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. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Ashiok, Dream Render (1)(U/B)(U/B) <hr/> Legendary Planeswalker -- Ashiok <hr/> 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] <div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Ashiok, Dream Render (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] <div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crackling Drake (U)(U)(R)(R) Creature -- Drake 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. [sideboard] <div>*/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crackling Drake (U)(U)(R)(R) Creature -- Drake 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. [sideboard] <div>*/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke (1)(U) Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mystical Dispute (2)(U) Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute (2)(U) Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prismari Command (1)(U)(R) Instant Choose two -- * Prismari Command deals 2 damage to any target. * Target player draws two cards, then discards two cards. * Target player creates a Treasure token. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thing in the Ice (1)(U) Creature -- Horror Defender This creature enters with four ice counters on it. 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. [sideboard] <div>0/4</div> ----- BACK FACE ----- Awoken Horror Creature -- Kraken Horror When this creature transforms into Awoken Horror, return all non-Horror creatures to their owners' hands. <div>7/8</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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<div><div>Thing in the Ice</div><div><div>1</div><div>U</div></div><div>Creature -- Horror</div><div>Defender This creature enters with four ice counters on it. 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>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></div>	<div><div>Third Path Iconoclast</div><div><div>U</div><div>R</div></div><div>Creature -- Human Monk</div><div>Whenever you cast a noncreature spell, create a 1/1 colorless Soldier artifact creature token.</div><div>[sideboard]</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Third Path Iconoclast</div><div><div>U</div><div>R</div></div><div>Creature -- Human Monk</div><div>Whenever you cast a noncreature spell, create a 1/1 colorless Soldier artifact creature token.</div><div>[sideboard]</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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