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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><div>3/2</div> 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><div>3/2</div> 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><div>3/2</div> 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><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                        |
| <b>Artist's Talent</b> (1)(R)<br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br>{2}{R}: Level 2<br>Noncreature spells you cast cost {1} less to cast.<br>{2}{R}: Level 3<br>If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. | <b>Artist's Talent</b> (1)(R)<br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br>{2}{R}: Level 2<br>Noncreature spells you cast cost {1} less to cast.<br>{2}{R}: Level 3<br>If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. | <b>Artist's Talent</b> (1)(R)<br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br>{2}{R}: Level 2<br>Noncreature spells you cast cost {1} less to cast.<br>{2}{R}: Level 3<br>If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. | <b>Artist's Talent</b> (1)(R)<br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br>{2}{R}: Level 2<br>Noncreature spells you cast cost {1} less to cast.<br>{2}{R}: Level 3<br>If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. |

**Playtest cards - pickled6 - Pioneer (Pioneer League)** sheet 2/10 - 8 cards - 2.5 x 3.5 in each  
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.

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| <div><div>Into the Flood Maw</div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br/>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.</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>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>Lightning Axe</div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay {5}.<br/>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}.<br/>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}.<br/>Lightning Axe deals 5 damage to target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Opt</div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Opt</div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                     | <div><div>Opt</div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                     | <div><div>Opt</div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                     | <div><div>Otawara, Soaring City</div><div>Legendary Land</div><div>{T}: Add {U}.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Picklock Prankster</div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>Free the Fae</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>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>Free the Fae</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>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>Free the Fae</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>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>Free the Fae</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>             |

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| <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>Land</div></div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <div><div><div>Lavaglide Pathway</div><div>Land</div></div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Riverglide Pathway</div><div>Land</div></div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <div><div><div>Lavaglide Pathway</div><div>Land</div></div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Riverglide Pathway</div><div>Land</div></div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <div><div><div>Lavaglide Pathway</div><div>Land</div></div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Riverglide Pathway</div><div>Land</div></div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <div><div><div>Lavaglide Pathway</div><div>Land</div></div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                    | <div><div><div>Shivan Reef</div><div>Land</div></div><div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                    | <div><div><div>Sleight of Hand</div><div>U</div></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><div>Sleight of Hand</div><div>U</div></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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| <div><div>Sleight of Hand</div><div>①</div></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>Sleight of Hand</div><div>①</div></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>Sokenzan, Crucible of Defiance</div><div></div></div> <div>Legendary Land</div> <div>{T}: Add {R}.<br/>Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Spell Pierce</div><div>①</div></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>Spell Pierce</div><div>①</div></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>Spirebluff Canal</div><div></div></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>Spirebluff Canal</div><div></div></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>Spirebluff Canal</div><div></div></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> |

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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>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> | <div><div>Torch the Tower (R)</div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell . )<br/>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</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}.)<br/>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}.)<br/>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}.)<br/>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}.)<br/>Draw three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Abrade</div><div><div>1</div><div>R</div></div></div> <div>Instant</div> <div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   | <div><div>Abrade</div><div><div>1</div><div>R</div></div></div> <div>Instant</div> <div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   | <div><div>Annu'l</div><div><div>U</div></div></div> <div>Instant</div> <div>Counter target artifact or enchantment spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                              | <div><div>Annu'l</div><div><div>U</div></div></div> <div>Instant</div> <div>Counter target artifact or enchantment spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                              |

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| <p><b>Brazen Borrower</b> (1)(U)(U)</p> <p>Creature -- Faerie Rogue</p> <hr/> <p>Flash<br/>Flying<br/>This creature can block only creatures with flying.</p> <p>[sideboard]</p> <div>3/1</div> <hr/> <p>----- ADVENTURE -----</p> <p><b>Petty Theft</b> (1)(U)</p> <p>Instant -- Adventure</p> <hr/> <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>Mystical Dispute</b> (2)(U)</p> <p>Instant</p> <hr/> <p>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                   | <p><b>Mystical Dispute</b> (2)(U)</p> <p>Instant</p> <hr/> <p>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>            | <p><b>Narset, Parter of Veils</b> (1)(U)(U)</p> <p>Legendary Planeswalker -- Narset</p> <hr/> <p>Each opponent can't draw more than one card each turn.<br/>[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> <p>[sideboard]</p> <div>L 5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Negate</b> (1)(U)</p> <p>Instant</p> <hr/> <p>Counter target noncreature spell.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                           | <p><b>Proft's Eidetic Memory</b> (1)(U)</p> <p>Legendary Enchantment</p> <hr/> <p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Third Path Iconoclast</b> (U)(R)</p> <p>Creature -- Human Monk</p> <hr/> <p>Whenever you cast a noncreature spell, create a 1/1 colorless Soldier artifact creature token.</p> <p>[sideboard]</p> <div>2/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Third Path Iconoclast</b> (U)(R)</p> <p>Creature -- Human Monk</p> <hr/> <p>Whenever you cast a noncreature spell, create a 1/1 colorless Soldier artifact creature token.</p> <p>[sideboard]</p> <div>2/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                  |

Playtest cards - pickled6 - Pioneer (Pioneer League)

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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div> <b>Third Path Iconoclast</b> <div> <div>U</div> <div>R</div> </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> <div>2/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Torch the Tower</b> <div> <div>R</div> </div> </div> <div>           Instant         </div> <div>           Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>           Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>           If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.         </div> <div>           [sideboard]         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Torch the Tower</b> <div> <div>R</div> </div> </div> <div>           Instant         </div> <div>           Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>           Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>           If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.         </div> <div>           [sideboard]         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |  |
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sheet 10/10 - 3 cards - 2.5 x 3.5 in each