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| <p><b>Anger of the Gods</b> (1)(R)(R)</p> <p>Sorcery</p> <p>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> <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>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>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Chart a Course</b> (1)(U)</p> <p>Sorcery</p> <p>Draw two cards. Then discard a card unless you attacked this turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                              | <p><b>Chart a Course</b> (1)(U)</p> <p>Sorcery</p> <p>Draw two cards. Then discard a card unless you attacked this turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                              |

Playtest cards - azatoyellow - Pioneer (Pioneer Showcase Challenge)

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>Chart a Course</div><div><div>1</div><div>U</div></div></div> <div><div>Sorcery</div><div>Draw two cards. Then discard a card unless you attacked this turn.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                               | <div><div>Crackling Drake</div><div><div>U</div><div>U</div><div>R</div><div>R</div></div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Crackling Drake</div><div><div>U</div><div>U</div><div>R</div><div>R</div></div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Crackling Drake</div><div><div>U</div><div>U</div><div>R</div><div>R</div></div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Expressive Iteration</div><div><div>U</div><div>R</div></div></div> <div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Expressive Iteration</div><div><div>U</div><div>R</div></div></div> <div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                    | <div><div>Expressive Iteration</div><div><div>U</div><div>R</div></div></div> <div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                    | <div><div>Expressive Iteration</div><div><div>U</div><div>R</div></div></div> <div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                    |

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| <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</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>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div>Izzet Charm</div><div>Instant</div><div>Choose one --<br/>* Counter target noncreature spell unless its controller pays {2}.<br/>* Izzet Charm deals 2 damage to target creature.<br/>* Draw two cards, then discard two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lava Coil</div><div>Sorcery</div><div>Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead.</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>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><div>Lightning Axe</div><div>R</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lightning Axe</div><div>R</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div><div>Magma Spray</div><div>R</div></div><div>Instant</div><div>Magma Spray deals 2 damage to target creature. If that creature would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Magma Spray</div><div>R</div></div><div>Instant</div><div>Magma Spray deals 2 damage to target creature. If that creature would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div><div>Mystical Dispute</div><div>2U</div></div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Opt</div><div>U</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>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>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <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>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <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>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <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>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <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>Spikefield Hazard</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <div><div>BACK FACE</div><div>Spikefield Cave</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead.

- - - BACK FACE - - -

## Land

This land enters tapped.  
 {T}: Add {R}.

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## Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Island Mountain

( $\{T\}$ : Add  $\{U\}$  or  $\{R\}$ .)  
As this land enters, you may pay 2  
life. If you don't, it enters  
tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Island Mountain

( $\{T\}$ : Add  $\{U\}$  or  $\{R\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Island Mountain

( $\{T\}$ : Add  $\{U\}$  or  $\{R\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Island Mountain

As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>Strategic Planning</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Sorcery</div> <div>Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Strategic Planning</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Sorcery</div> <div>Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                      | <div> <div>Strategic Planning</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Sorcery</div> <div>Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                      | <div> <div>Sulfur Falls</div> </div> <div>Land</div> <div>This land enters tapped unless you control an Island or a Mountain.<br/>{T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <div> <div>Sulfur Falls</div> </div> <div>Land</div> <div>This land enters tapped unless you control an Island or a Mountain.<br/>{T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                  | <div> <div>Thing in the Ice</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Creature -- Horror</div> <div> <div>Defender</div> <div>This creature enters with four ice counters on it.</div> <div>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>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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Thing in the Ice</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Creature -- Horror</div> <div> <div>Defender</div> <div>This creature enters with four ice counters on it.</div> <div>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>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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Thing in the Ice</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Creature -- Horror</div> <div> <div>Defender</div> <div>This creature enters with four ice counters on it.</div> <div>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>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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Aether Gust</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Aether Gust</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Anger of the Gods</div><div><div>1</div><div>R</div><div>R</div></div></div> <div>Sorcery</div> <div>Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Brazen Borrower</div><div><div>1</div><div>U</div><div>U</div></div></div> <div>Creature -- Faerie Rogue</div> <div>Flash<br/>Flying<br/>This creature can block only creatures with flying.</div> <div>[sideboard]</div> <div>3/1</div> <div>----- ADVENTURE -----</div> <div><div>Petty Theft</div><div><div>1</div><div>U</div></div></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 PLAYbotbox.dev</div> |

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| <div><div><div><div><div><div></div><div><b>Disdainful Stroke</b></div><div><div>1</div><div>U</div></div></div></div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                                                | <div><div><div><div><div><div></div><div><b>Fry</b></div><div><div>1</div><div>R</div></div></div></div><div>Instant</div><div>This spell can't be countered. Fry deals 5 damage to target creature or planeswalker that's white or blue.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                                                                                                                                                                                                                               | <div><div><div><div><div><div></div><div><b>Lava Coil</b></div><div><div>1</div><div>R</div></div></div></div><div>Sorcery</div><div>Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                                                                                                                                                                                                                               | <div><div><div><div><div><div></div><div><b>Mystical Dispute</b></div><div><div>2</div><div>U</div></div></div></div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> |
| <div><div><div><div><div><div></div><div><b>Mystical Dispute</b></div><div><div>2</div><div>U</div></div></div></div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Narset, Parter of Veils</b></div><div><div>1</div><div>U</div><div>U</div></div></div></div><div>Legendary Planeswalker -- Narset</div><div>Each opponent can't draw more than one card each turn. [-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.</div><div>[sideboard]</div><div><div>L</div><div>5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Narset, Parter of Veils</b></div><div><div>1</div><div>U</div><div>U</div></div></div></div><div>Legendary Planeswalker -- Narset</div><div>Each opponent can't draw more than one card each turn. [-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.</div><div>[sideboard]</div><div><div>L</div><div>5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Negate</b></div><div><div>1</div><div>U</div></div></div></div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                                                                            |

3 U R

[+1]: Look at the top two cards of your library. Put one of them into your hand and the other into your graveyard.

[-3]: Ral deals damage to target creature equal to the total number of instant and sorcery cards you own in exile and in your graveyard.

[-8]: You get an emblem with "Whenever you cast an instant or sorcery spell, this emblem deals 4 damage to any target and you draw two cards."

**L 5**

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①

{T}: Target player exiles a card from their graveyard.  
{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

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①

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{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

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