

Arclight Phoenix 3 R Creature -- Phoenix 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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arclight Phoenix 3 R Creature -- Phoenix 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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arclight Phoenix 3 R Creature -- Phoenix 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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arclight Phoenix 3 R Creature -- Phoenix 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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Chart a Course 1 U Sorcery Draw two cards. Then discard a card unless you attacked this turn. 1 U PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chart a Course 1 U Sorcery Draw two cards. Then discard a card unless you attacked this turn. 1 U PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chart a Course 1 U Sorcery Draw two cards. Then discard a card unless you attacked this turn. 1 U PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consider U Instant Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card. U PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Crackling Drake 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deserted Beach Land This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deserted Beach Land This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expressive Iteration Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Expressive Iteration U R Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expressive Iteration U R Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flame-Blessed Bolt R Instant Flame-Blessed Bolt deals 2 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flame-Blessed Bolt R Instant Flame-Blessed Bolt deals 2 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Flame-Blessed Bolt R Instant Flame-Blessed Bolt deals 2 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hengegate Pathway Land {T}: Add {W}. ----- - - - BACK FACE - - - Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hengegate Pathway Land {T}: Add {W}. ----- - - - BACK FACE - - - Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hengegate Pathway Land {T}: Add {W}. ----- - - - BACK FACE - - - Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Land

$\{T\}$: Add $\{W\}$.

- - - BACK FACE - - -

Land

$\{T\}$: Add $\{U\}$.

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Instant

Choose one --

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choose one
* Counter target noncreature spell
unless its controller pays {2}.
* Izzet Charm deals 2 damage to
target creature.
* Draw two cards, then discard two
cards.

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Instant

As an additional cost to cast this

As an additional cost to cast this spell, discard a card or pay {5}. Lightning Axe deals 5 damage to target creature.

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As an additional cost to cast this spell, discard a card or pay {5}.
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Card

 . . . OTHER FACE . . .

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Card

 - - - - - OTHER FACE - - - - -

Card

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Opt Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opt Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opt Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opt Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Riverglide Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverglide Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverglide Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverglide Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Instant

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

- - - BACK FACE - - -

Spikefield Cave

Land

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

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Spirebluff Canal

Land

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

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

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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

Steam Vents

Land -- Island Mountain

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

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

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($\{T\}$: Add $\{U\}$ or $\{R\}$.)
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Steam Vents

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Strategic Planning 1 U Sorcery Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Planning 1 U Sorcery Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Planning 1 U Sorcery Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Planning 1 U Sorcery Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 0/4 --- BACK FACE --- Awoken Horror Creature -- Kraken Horror When this creature transforms into Awoken Horror, return all non-Horror creatures to their owners' hands. 7/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 0/4 --- BACK FACE --- Awoken Horror Creature -- Kraken Horror When this creature transforms into Awoken Horror, return all non-Horror creatures to their owners' hands. 7/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 0/4 --- BACK FACE --- Awoken Horror Creature -- Kraken Horror When this creature transforms into Awoken Horror, return all non-Horror creatures to their owners' hands. 7/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 0/4 --- BACK FACE --- Awoken Horror Creature -- Kraken Horror When this creature transforms into Awoken Horror, return all non-Horror creatures to their owners' hands. 7/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mystical Dispute ②① 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 ②① 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	Narset, Parter of Veils ①①① Legendary Planeswalker -- Narset 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. [sideboard] L5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rending Volley Ⓡ Instant This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rending Volley Ⓡ Instant This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrabbling Claws ① Artifact {T}: Target player exiles a card from their graveyard. {1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrabbling Claws ① Artifact {T}: Target player exiles a card from their graveyard. {1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunset Revelry ①① Sorcery If an opponent has more life than you, you gain 4 life. If an opponent controls more creatures than you, create two 1/1 white Human creature tokens. If an opponent has more cards in hand than you, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunset Revelry1W Sorcery If an opponent has more life than you, you gain 4 life. If an opponent controls more creatures than you, create two 1/1 white Human creature tokens. If an opponent has more cards in hand than you, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunset Revelry1W Sorcery If an opponent has more life than you, you gain 4 life. If an opponent controls more creatures than you, create two 1/1 white Human creature tokens. If an opponent has more cards in hand than you, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wear1R Instant Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.) [sideboard] ----- RIGHT HALF ----- TearW Instant Destroy target enchantment. Fuse (You may cast one or both halves of this card from your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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