

1 U R

Broadside Barrage deals 5 damage to target creature or planeswalker. Draw a card, then discard a card.

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## Land

{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.

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## Land

{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.

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2 U R

Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way.

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2 U R

Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way.

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① R

Legendary Creature -- Human Knight

Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.

Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.

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2/2

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| <div><div><div>Inti, Seneschal of the Sun</div><div>1R</div></div><div>Legendary Creature -- Human Knight</div><div>Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.<br/>Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Inti, Seneschal of the Sun</div><div>1R</div></div><div>Legendary Creature -- Human Knight</div><div>Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.<br/>Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.</div><div>2/2</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> | <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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| <p><b>Kiora, the Rising Tide</b> (2)(U)</p> <p>Legendary Creature -- Merfolk Noble</p> <p>When Kiora enters, draw two cards, then discard two cards.<br/>Threshold -- Whenever Kiora attacks, if there are seven or more cards in your graveyard, you may create Scion of the Deep, a legendary 8/8 blue Octopus creature token.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Marauding Mako</b> (R)</p> <p>Creature -- Shark Pirate</p> <p>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>           | <p><b>Marauding Mako</b> (R)</p> <p>Creature -- Shark Pirate</p> <p>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>           | <p><b>Marauding Mako</b> (R)</p> <p>Creature -- Shark Pirate</p> <p>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>           |
| <p><b>Marauding Mako</b> (R)</p> <p>Creature -- Shark Pirate</p> <p>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                | <p><b>Monument to Endurance</b> (3)</p> <p>Artifact</p> <p>Whenever you discard a card, choose one that hasn't been chosen this turn --<br/>* Draw a card.<br/>* Create a Treasure token.<br/>* Each opponent loses 3 life.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Monument to Endurance</b> (3)</p> <p>Artifact</p> <p>Whenever you discard a card, choose one that hasn't been chosen this turn --<br/>* Draw a card.<br/>* Create a Treasure token.<br/>* Each opponent loses 3 life.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Monument to Endurance</b> (3)</p> <p>Artifact</p> <p>Whenever you discard a card, choose one that hasn't been chosen this turn --<br/>* Draw a card.<br/>* Create a Treasure token.<br/>* Each opponent loses 3 life.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div><div><div>Monument to Endurance</div><div>3</div></div><div>Artifact</div><div>Whenever you discard a card, choose one that hasn't been chosen this turn --<ul style="list-style-type: none"><li>* Draw a card.</li><li>* Create a Treasure token.</li><li>* Each opponent loses 3 life.</li></ul></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                         |
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| <b>Ral, Crackling Wit</b> (2)(U)(R)<br>Legendary Planeswalker -- Ral<br>Whenever you cast a noncreature spell, put a loyalty counter on Ral.<br>[+1]: Create a 1/1 blue and red Otter creature token with prowess.<br>[-3]: Draw three cards, then discard two cards.<br>[-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm."<br>(Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.)<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Ral, Crackling Wit</b> (2)(U)(R)<br>Legendary Planeswalker -- Ral<br>Whenever you cast a noncreature spell, put a loyalty counter on Ral.<br>[+1]: Create a 1/1 blue and red Otter creature token with prowess.<br>[-3]: Draw three cards, then discard two cards.<br>[-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm."<br>(Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.)<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Riverpyre Verge</b><br>Land<br>{T}: Add {R}.<br>{T}: Add {U}. Activate only if you control an Island or a Mountain.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                               | <b>Riverpyre Verge</b><br>Land<br>{T}: Add {R}.<br>{T}: Add {U}. Activate only if you control an Island or a Mountain.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                               |
| <b>Riverpyre Verge</b><br>Land<br>{T}: Add {R}.<br>{T}: Add {U}. Activate only if you control an Island or a Mountain.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                          | <b>Riverpyre Verge</b><br>Land<br>{T}: Add {R}.<br>{T}: Add {U}. Activate only if you control an Island or a Mountain.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                          | <b>Scrounging Skyray</b> (1)(U)<br>Creature -- Fish Pirate<br>Flying<br>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br>Cycling {2} ({2}, Discard this card: Draw a card.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Scrounging Skyray</b> (1)(U)<br>Creature -- Fish Pirate<br>Flying<br>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br>Cycling {2} ({2}, Discard this card: Draw a card.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div>Scrounging Skyray</div><div><div>1</div><div>U</div></div></div> <div><div>Creature -- Fish Pirate</div><div>Flying<br/>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Scrounging Skyray</div><div><div>1</div><div>U</div></div></div> <div><div>Creature -- Fish Pirate</div><div>Flying<br/>Whenever you discard one or more cards, put that many +1/+1 counters on this creature.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spell Pierce</div><div><div>U</div></div></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><div>Spell Pierce</div><div><div>U</div></div></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><div>Spirebluff Canal</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><div>Spirebluff Canal</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><div>Spirebluff Canal</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><div>Spirebluff Canal</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> |

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| <div><div>Steamcore Scholar2U</div><div>Creature -- Weird Detective</div><div>Flying, vigilance<br/>When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                             | <div><div>Stormchaser's TalentU</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stormchaser's TalentU</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stormchaser's TalentU</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Stormchaser's TalentU</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, create a 1/1 blue and red Otter creature token with prowess.<br/>{3}{U}: Level 2<br/>When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.<br/>{5}{U}: Level 3<br/>Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>This Town Ain't Big Enough4U</div><div>Instant</div><div>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                | <div><div>This Town Ain't Big Enough4U</div><div>Instant</div><div>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                | <div><div>This Town Ain't Big Enough4U</div><div>Instant</div><div>This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                |

**Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)** sheet 8/10 - 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><div>Ill-Timed Explosion</div><div>2UR</div></div><div>Sorcery</div><div>Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pyroclasm</div><div>1R</div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     | <div><div><div>Pyroclasm</div><div>1R</div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            | <div><div><div>Pyroclasm</div><div>1R</div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            |
| <div><div><div>Skycrash</div><div>1R</div></div><div>Instant</div><div>Destroy target artifact.<br/>Cycling {R} ({R}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                  | <div><div><div>Skycrash</div><div>1R</div></div><div>Instant</div><div>Destroy target artifact.<br/>Cycling {R} ({R}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Spectral Interference</div><div>1U</div></div><div>Instant</div><div>Counter target artifact or creature spell unless its controller pays {4}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Spectral Interference</div><div>1U</div></div><div>Instant</div><div>Counter target artifact or creature spell unless its controller pays {4}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Spectral Interference ①①

Instant

Counter target artifact or creature spell unless its controller pays {4}.

[sideboard]

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## Untimely Malfunction ①①

Instant

Choose one --  
\* Destroy target artifact.  
\* Change the target of target spell or ability with a single target.  
\* One or two target creatures can't block this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Untimely Malfunction ①①

Instant

Choose one --  
\* Destroy target artifact.  
\* Change the target of target spell or ability with a single target.  
\* One or two target creatures can't block this turn.

[sideboard]

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