

① U R

Beacon Bolt deals damage to target creature equal to the total number of instant and sorcery cards you own in exile and in your graveyard. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Draw two cards. Then discard a card unless you attacked this turn.

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U U R R

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.

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Crackling Drake UUUR 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. * / 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Discovery 1 4/8 Sorcery Surveil 2, then draw a card. (To surveil 2, look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) ----- - - - RIGHT HALF - - - Dispersal 3UB Instant Each opponent returns a nonland permanent they control with the greatest mana value among permanents they control to its owner's hand, then discards a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Discovery 1 4/8 Sorcery Surveil 2, then draw a card. (To surveil 2, look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) ----- - - - RIGHT HALF - - - Dispersal 3UB Instant Each opponent returns a nonland permanent they control with the greatest mana value among permanents they control to its owner's hand, then discards a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Discovery 1 4/8 Sorcery Surveil 2, then draw a card. (To surveil 2, look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) ----- - - - RIGHT HALF - - - Dispersal 3UB Instant Each opponent returns a nonland permanent they control with the greatest mana value among permanents they control to its owner's hand, then discards a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Dragonskull Summit Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {B} or {R}.	Enigma Drake 1UR Creature -- Drake Flying Enigma Drake's power is equal to the number of instant and sorcery cards in your graveyard.	Enigma Drake 1UR Creature -- Drake Flying Enigma Drake's power is equal to the number of instant and sorcery cards in your graveyard.	Enigma Drake 1UR Creature -- Drake Flying Enigma Drake's power is equal to the number of instant and sorcery cards in your graveyard.
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Enigma Drake 1UR Creature -- Drake Flying Enigma Drake's power is equal to the number of instant and sorcery cards in your graveyard.	Island Basic Land -- Island ({T}: Add {U}.)	Island Basic Land -- Island ({T}: Add {U}.)	Island Basic Land -- Island ({T}: Add {U}.)
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Lava Coil Sorcery Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lava Coil Sorcery Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lava Coil Sorcery Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lava Coil Sorcery Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Niv-Mizzet, ParunUUURRR Legendary Creature -- Dragon Wizard This spell can't be countered. Flying Whenever you draw a card, Niv-Mizzet deals 1 damage to any target. Whenever a player casts an instant or sorcery spell, you draw a card. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Niv-Mizzet, ParunUUURRR Legendary Creature -- Dragon Wizard This spell can't be countered. Flying Whenever you draw a card, Niv-Mizzet deals 1 damage to any target. Whenever a player casts an instant or sorcery spell, you draw a card. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	OptU 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	Search for Azcanta Legendary Enchantment At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.) ----- BACK FACE ----- Azcanta, the Sunken Ruin Legendary Land (Transforms from Search for Azcanta.) {T}: Add {U}. {2}{U}, {T}: 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 any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Search for Azcanta Legendary Enchantment At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.) ----- BACK FACE ----- Azcanta, the Sunken Ruin Legendary Land (Transforms from Search for Azcanta.) {T}: Add {U}. {2}{U}, {T}: 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 any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shock Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shock Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shock Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shock R Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. 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. 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. 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sulfur Falls Land This land enters tapped unless you control an Island or a Mountain. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfur Falls Land This land enters tapped unless you control an Island or a Mountain. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfur Falls Land This land enters tapped unless you control an Island or a Mountain. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfur Falls Land This land enters tapped unless you control an Island or a Mountain. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Beacon Bolt Sorcery Beacon Bolt deals damage to target creature equal to the total number of instant and sorcery cards you own in exile and in your graveyard. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disdainful Stroke Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disdainful Stroke Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Cannonade Instant Fiery Cannonade deals 2 damage to each non-Pirate creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Fiery Cannonade deals 2 damage to each non-Pirate creature.

[sidebar]

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U U U R R R

This spell can't be countered.
Flying
Whenever you draw a card, Niv-Mizzet deals 1 damage to any target.
Whenever a player casts an instant or sorcery spell, you draw a card.

[sidebar]

5/5

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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."

[sidebar]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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."

[sidebar]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Enrage -- Whenever this creature is dealt damage, create a 3/3 green Dinosaur creature token with trample.

[sidebar]

1/1

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①②

Enrage -- Whenever this creature is dealt damage, create a 3/3 green Dinosaur creature token with trample.

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[sidebar]
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1/1

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[sidebar]
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1/1

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Enrage -- Whenever this creature is dealt damage, create a 3/3 green Dinosaur creature token with trample.

[sidebar]

1/1

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Star of Extinction

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Sorcery

Destroy target land. Star of Extinction deals 20 damage to each creature and each planeswalker.

[sideboard]

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Treasure Map

2

Artifact

{1}, {T}: Scry 1. Put a landmark counter on this artifact. Then if there are three or more landmark counters on it, remove those counters, transform this artifact, and create three Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.)

[sideboard]

--- BACK FACE ---

Treasure Cove

Land

(Transforms from Treasure Map.)
{T}: Add {C}.
{T}, Sacrifice a Treasure: Draw a card.

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Treasure Map

2

Artifact

{1}, {T}: Scry 1. Put a landmark counter on this artifact. Then if there are three or more landmark counters on it, remove those counters, transform this artifact, and create three Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.)

[sideboard]

--- BACK FACE ---

Treasure Cove

Land

(Transforms from Treasure Map.)
{T}: Add {C}.
{T}, Sacrifice a Treasure: Draw a card.

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Playtest cards - Ivan_Catanduva_Br - Standard (Standard League)

sheet 10/10 - 3 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.