

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UURR

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 PLAY botbox.dev

UURR

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 PLAY botbox.dev

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

Crackling Drake U U R R 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 U/B 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 3 U B 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 U/B 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 3 U B 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 U/B 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 3 U B 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 U/B 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 3 U B 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	Dive Down U Instant Target creature you control gets +0/+3 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dive Down U Instant Target creature you control gets +0/+3 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dive Down U Instant Target creature you control gets +0/+3 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

Enigma Drake 1 U R Creature -- Drake Flying Enigma Drake's power is equal to the number of instant and sorcery cards in your graveyard. */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enigma Drake 1 U R Creature -- Drake Flying Enigma Drake's power is equal to the number of instant and sorcery cards in your graveyard. */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enigma Drake 1 U R Creature -- Drake Flying Enigma Drake's power is equal to the number of instant and sorcery cards in your graveyard. */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enigma Drake 1 U R Creature -- Drake Flying Enigma Drake's power is equal to the number of instant and sorcery cards in your graveyard. */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Izzet Guildgate Land -- Gate This land enters tapped. {T}: Add {U} or {R}. 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	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	Quasiduplicate Sorcery Create a token that's a copy of target creature you control. 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 PLAYbotbox.dev	Ral, Izzet Viceroy Legendary Planeswalker -- Ral [+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 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 Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 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	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 1UR 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 1U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disdainful Stroke 1U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Entrancing Melody XUU Sorcery Gain control of target creature with mana value X. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

X U U

Gain control of target creature with
mana value X.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X U U

Gain control of target creature with
mana value X.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U

Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying.

1/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

5/5

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."

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

```
[+1]: You may discard a card. If you
do, draw a card.
[+1]: Add two mana in any
combination of colors. Spend this
mana only to cast Dragon spells.
[-7]: Create four 5/5 red Dragon
creature tokens with flying.
```

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

[+1]: You may discard a card. If you do, draw a card.

[-7]: Create four 5/5 red Dragon creature tokens with flying.

[sidebar]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell
unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 R R

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev