

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

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.

**\* / 4**

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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><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</div><div>Crackling Drake's power is equal to the total number of instant and sorcery cards you own in exile and in your graveyard.</div><div>When this creature enters, draw a card.</div><div><div><div>* / 4</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                                                                                                                    | <div><div><div>Discovery</div><div><div>1</div><div>U/B</div></div></div><div><div>Sorcery</div><div>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.)</div><div><div>-----</div><div>RIGHT HALF</div><div>-----</div></div><div><div>Dispersal</div><div><div>3</div><div>U</div><div>B</div></div></div><div><div>Instant</div><div>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.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div>Discovery</div><div><div>1</div><div>U/B</div></div></div><div><div>Sorcery</div><div>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.)</div><div><div>-----</div><div>RIGHT HALF</div><div>-----</div></div><div><div>Dispersal</div><div><div>3</div><div>U</div><div>B</div></div></div><div><div>Instant</div><div>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.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div>Discovery</div><div><div>1</div><div>U/B</div></div></div><div><div>Sorcery</div><div>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.)</div><div><div>-----</div><div>RIGHT HALF</div><div>-----</div></div><div><div>Dispersal</div><div><div>3</div><div>U</div><div>B</div></div></div><div><div>Instant</div><div>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.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> |
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| <div> <div>Dragonskull Summit</div> <div>Land</div> <div> <p>This land enters tapped unless you control a Swamp or a Mountain.</p> <p>{T}: Add {B} or {R}.</p> </div> <div> <div>*/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                | <div> <div>Enigma Drake</div> <div> <div>1UR</div> <div>Creature -- Drake</div> </div> <div> <p>Flying</p> <p>Enigma Drake's power is equal to the number of instant and sorcery cards in your graveyard.</p> </div> <div> <div>*/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Enigma Drake</div> <div> <div>1UR</div> <div>Creature -- Drake</div> </div> <div> <p>Flying</p> <p>Enigma Drake's power is equal to the number of instant and sorcery cards in your graveyard.</p> </div> <div> <div>*/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Enigma Drake</div> <div> <div>1UR</div> <div>Creature -- Drake</div> </div> <div> <p>Flying</p> <p>Enigma Drake's power is equal to the number of instant and sorcery cards in your graveyard.</p> </div> <div> <div>*/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Enigma Drake</div> <div> <div>1UR</div> <div>Creature -- Drake</div> </div> <div> <p>Flying</p> <p>Enigma Drake's power is equal to the number of instant and sorcery cards in your graveyard.</p> </div> <div> <div>*/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Island</div> <div> <div>Basic Land -- Island</div> <div> <p>{T}: Add {U}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                           | <div> <div>Island</div> <div> <div>Basic Land -- Island</div> <div> <p>{T}: Add {U}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                           | <div> <div>Island</div> <div> <div>Basic Land -- Island</div> <div> <p>{T}: Add {U}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                           |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                              | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                              | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                              | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                         | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                         | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                      |
| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Niv-Mizzet, ParunUUURRR</div> <div>Legendary Creature -- Dragon Wizard</div> <div>This spell can't be countered.<br/>Flying<br/>Whenever you draw a card, Niv-Mizzet deals 1 damage to any target.<br/>Whenever a player casts an instant or sorcery spell, you draw a card.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Niv-Mizzet, ParunUUURRR</div> <div>Legendary Creature -- Dragon Wizard</div> <div>This spell can't be countered.<br/>Flying<br/>Whenever you draw a card, Niv-Mizzet deals 1 damage to any target.<br/>Whenever a player casts an instant or sorcery spell, you draw a card.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>OptU</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> |

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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>Search for Azcanta</div><div>Legendary Enchantment</div><div>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.)</div><div>----- BACK FACE -----</div><div>Azcanta, the Sunken Ruin</div><div>Legendary Land</div><div>(Transforms from Search for Azcanta.)<br/>{T}: Add {U}.<br/>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Search for Azcanta</div><div>Legendary Enchantment</div><div>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.)</div><div>----- BACK FACE -----</div><div>Azcanta, the Sunken Ruin</div><div>Legendary Land</div><div>(Transforms from Search for Azcanta.)<br/>{T}: Add {U}.<br/>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shock</div><div>Instant</div><div>Shock deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 | <div><div>Shock</div><div>Instant</div><div>Shock deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 | <div><div>Shock</div><div>Instant</div><div>Shock deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |

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| <div><div>Shock</div><div>R</div><div>Instant</div><div>Shock deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           | <div><div>Spell Pierce</div><div>U</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>U</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>U</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>Steam Vents</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Sulfur Falls</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><div>Sulfur Falls</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><div>Sulfur Falls</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><div>Sulfur Falls</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><div>Beacon Bolt</div><div>1UR</div><div>Sorcery</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Disdainful Stroke</div><div>1U</div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Disdainful Stroke</div><div>1U</div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Entrancing Melody</div><div>XUU</div><div>Sorcery</div><div>Gain control of target creature with mana value X.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <div> <b>Entrancing Melody</b> <span>(X)(U)(U)</span> </div> <div>Sorcery</div> <div>Gain control of target creature with mana value X.</div> <div>[sideboard]</div> <div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div>                                                                                                                                                                                                                                                                                                                                                                                                                     | <div> <b>Fiery Cannonade</b> <span>(2)(R)</span> </div> <div>Instant</div> <div>Fiery Cannonade deals 2 damage to each non-Pirate creature.</div> <div>[sideboard]</div> <div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div>                                                                                                                                                                                                                                                                                                                                                                                                                 | <div> <b>Fiery Cannonade</b> <span>(2)(R)</span> </div> <div>Instant</div> <div>Fiery Cannonade deals 2 damage to each non-Pirate creature.</div> <div>[sideboard]</div> <div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div>                                                                                                     | <div> <b>Niv-Mizzet, Parun</b> <span>(U)(U)(U)(R)(R)(R)</span> </div> <div>Legendary Creature -- Dragon Wizard</div> <div>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.</div> <div>[sideboard]</div> <div> <div>5/5</div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div> |
| <div> <b>Ral, Izzet Viceroy</b> <span>(3)(U)(R)</span> </div> <div>Legendary Planeswalker -- Ral</div> <div>[+1]: Look at the top two cards of your library. Put one of them into your hand and the other into your graveyard.</div> <div>[-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.</div> <div>[-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."</div> <div>[sideboard]</div> <div> <div>L 5</div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div> | <div> <b>Ral, Izzet Viceroy</b> <span>(3)(U)(R)</span> </div> <div>Legendary Planeswalker -- Ral</div> <div>[+1]: Look at the top two cards of your library. Put one of them into your hand and the other into your graveyard.</div> <div>[-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.</div> <div>[-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."</div> <div>[sideboard]</div> <div> <div>L 5</div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div> | <div> <b>Shivan Fire</b> <span>(R)</span> </div> <div>Instant</div> <div>Kicker {4} (You may pay an additional {4} as you cast this spell.) Shivan Fire deals 2 damage to target creature. If this spell was kicked, it deals 4 damage instead.</div> <div>[sideboard]</div> <div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div> | <div> <b>Star of Extinction</b> <span>(5)(R)(R)</span> </div> <div>Sorcery</div> <div>Destroy target land. Star of Extinction deals 20 damage to each creature and each planeswalker.</div> <div>[sideboard]</div> <div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div>                                                                                                                                   |

Playtest cards - Oliver\_Hart - Standard (Standard League)

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 9/10 - 8 cards - 2.5 x 3.5 in each

②

```
{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 - - -

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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[sideboard]

- - - BACK FACE - - -

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[sideboard]

- - - BACK FACE - - -

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