

Combat Courier ① Artifact Creature -- Construct {2}, Sacrifice this creature: Draw a card. Unearth {U} ({U}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Combat Courier ① Artifact Creature -- Construct {2}, Sacrifice this creature: Draw a card. Unearth {U} ({U}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darksteel Citadel Artifact Land Indestructible {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darksteel Citadel Artifact Land Indestructible {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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① ②

Enchant artifact
Enchanted artifact is a creature
with base power and toughness 5/5 in
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®

Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens.

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Inti, Seneschal of the Sun (1)(R)

2/2

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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<p>Inti, Seneschal of the Sun (1)(R)</p> <p>Legendary Creature -- Human Knight</p> <p>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.</p> <p>Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Inti, Seneschal of the Sun (1)(R)</p> <p>Legendary Creature -- Human Knight</p> <p>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.</p> <p>Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Inti, Seneschal of the Sun (1)(R)</p> <p>Legendary Creature -- Human Knight</p> <p>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.</p> <p>Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Island</p> <p>Basic Land -- Island</p> <p>({T}: Add {U}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Mountain</p> <p>Basic Land -- Mountain</p> <p>({T}: Add {R}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Otawara, Soaring City</p> <p>Legendary Land</p> <p>{T}: Add {U}.</p> <p>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Ramunap Ruins</p> <p>Land -- Desert</p> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add {R}.</p> <p>{2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Reckless Bushwhacker (2)(R)</p> <p>Creature -- Goblin Warrior Ally</p> <p>Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.)</p> <p>Haste</p> <p>When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div>Reckless Bushwhacker (2)(R)</div> <div>Creature -- Goblin Warrior Ally</div> <div>Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.) Haste When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Reckless Bushwhacker (2)(R)</div> <div>Creature -- Goblin Warrior Ally</div> <div>Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.) Haste When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Reckless Bushwhacker (2)(R)</div> <div>Creature -- Goblin Warrior Ally</div> <div>Surge {1}{R} (You may cast this spell for its surge cost if you or a teammate has cast another spell this turn.) Haste When this creature enters, if its surge cost was paid, other creatures you control get +1/+0 and gain haste until end of turn.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Shivan Reef</div> <div>Land</div> <div>{T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div><div>Shrapnel Blast</div><div>①R</div></div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact. Shrapnel Blast deals 5 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Shrapnel Blast</div><div>①R</div></div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact. Shrapnel Blast deals 5 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Shrapnel Blast</div><div>①R</div></div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact. Shrapnel Blast deals 5 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Smuggler's Copter</div><div>②</div></div> <div>Artifact -- Vehicle</div> <div>Flying Whenever this Vehicle attacks or blocks, you may draw a card. If you do, discard a card. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Smuggler's Copter</div><div>②</div></div> <div>Artifact -- Vehicle</div> <div>Flying Whenever this Vehicle attacks or blocks, you may draw a card. If you do, discard a card. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Smuggler's Copter</div><div>②</div></div> <div>Artifact -- Vehicle</div> <div>Flying Whenever this Vehicle attacks or blocks, you may draw a card. If you do, discard a card. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Smuggler's Copter</div><div>②</div></div> <div>Artifact -- Vehicle</div> <div>Flying Whenever this Vehicle attacks or blocks, you may draw a card. If you do, discard a card. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sokenzan, Crucible of Defiance</div></div> <div>Legendary Land</div> <div>{T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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1/1

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When this creature enters, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

1/1

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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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®

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

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®

When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

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When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 R/G

Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.

[sideboard]

5/5

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Menace
Players can't gain life.
Whenever another creature enters,
this creature deals 1 damage to that
creature's controller.

[sidebar]

3/3

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This spell can't be countered.
Rending Volley deals 4 damage to
target white or blue creature.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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Rending Volley deals 4 damage to
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[sidebar]

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

<div><div><div><div><div><div></div><div>Rending Volley</div><div><div><div></div><div>R</div></div></div></div><div>Instant</div><div><div><p>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</p><p>[sideboard]</p></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>Rending Volley</div><div><div><div></div><div>R</div></div></div></div><div>Instant</div><div><div><p>This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature.</p><p>[sideboard]</p></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>Spell Pierce</div><div><div><div></div><div>U</div></div></div></div><div>Instant</div><div><div><p>Counter target noncreature spell unless its controller pays {2}.</p><p>[sideboard]</p></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>Spell Pierce</div><div><div><div></div><div>U</div></div></div></div><div>Instant</div><div><div><p>Counter target noncreature spell unless its controller pays {2}.</p><p>[sideboard]</p></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>
<div><div><div><div><div><div></div><div>The Akroan War</div><div><div><div></div><div>3</div><div>R</div></div></div></div><div>Enchantment -- Saga</div><div><div><p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gain control of target creature for as long as this Saga remains on the battlefield. II -- Until your next turn, creatures your opponents control attack each combat if able. III -- Each tapped creature deals damage to itself equal to its power.</p><p>[sideboard]</p></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>The Akroan War</div><div><div><div></div><div>3</div><div>R</div></div></div></div><div>Enchantment -- Saga</div><div><div><p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gain control of target creature for as long as this Saga remains on the battlefield. II -- Until your next turn, creatures your opponents control attack each combat if able. III -- Each tapped creature deals damage to itself equal to its power.</p><p>[sideboard]</p></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>The Akroan War</div><div><div><div></div><div>3</div><div>R</div></div></div></div><div>Enchantment -- Saga</div><div><div><p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gain control of target creature for as long as this Saga remains on the battlefield. II -- Until your next turn, creatures your opponents control attack each combat if able. III -- Each tapped creature deals damage to itself equal to its power.</p><p>[sideboard]</p></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>Torch the Tower</div><div><div><div></div><div>R</div></div></div></div><div>Instant</div><div><div><p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p><p>[sideboard]</p></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>

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