

<div><div>Case of the Filched Falcon</div><div>U</div></div> <div>Enchantment -- Case</div> <div>When this Case enters, investigate. (Create a Clue token. It's an artifact with "{2}", Sacrifice this token: Draw a card.) To solve -- You control three or more artifacts. (If unsolved, solve at the beginning of your end step.) Solved -- {2}{U}, Sacrifice this Case: Put four +1/+1 counters on target noncreature artifact. It becomes a 0/0 Bird creature with flying in addition to its other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Case of the Filched Falcon</div><div>U</div></div> <div>Enchantment -- Case</div> <div>When this Case enters, investigate. (Create a Clue token. It's an artifact with "{2}", Sacrifice this token: Draw a card.) To solve -- You control three or more artifacts. (If unsolved, solve at the beginning of your end step.) Solved -- {2}{U}, Sacrifice this Case: Put four +1/+1 counters on target noncreature artifact. It becomes a 0/0 Bird creature with flying in addition to its other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Cryptic Coat</div><div>2U</div></div> <div>Artifact -- Equipment</div> <div>When this Equipment enters, cloak the top card of your library, then attach this Equipment to it. (To cloak a card, put it onto the battlefield face down as a 2/2 creature with ward {2}. Turn it face up any time for its mana cost if it's a creature card.) Equipped creature gets +1/+0 and can't be blocked. {1}{U}: Return this Equipment to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Cryptic Coat</div><div>2U</div></div> <div>Artifact -- Equipment</div> <div>When this Equipment enters, cloak the top card of your library, then attach this Equipment to it. (To cloak a card, put it onto the battlefield face down as a 2/2 creature with ward {2}. Turn it face up any time for its mana cost if it's a creature card.) Equipped creature gets +1/+0 and can't be blocked. {1}{U}: Return this Equipment to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Darksteel Citadel</div></div> <div>Artifact Land</div> <div>Indestructible {T}: Add {C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Darksteel Citadel</div></div> <div>Artifact Land</div> <div>Indestructible {T}: Add {C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Darksteel Citadel</div></div> <div>Artifact Land</div> <div>Indestructible {T}: Add {C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Darksteel Citadel</div></div> <div>Artifact Land</div> <div>Indestructible {T}: Add {C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Ensouled Artifact

① ②

Enchantment -- Aura

Enchant artifact
Enchanted artifact is a creature
with base power and toughness 5/5 in
addition to its other types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ensoul Artifact

①②

Enchantment - - Aura

Enchant artifact
Enchanted artifact is a creature
with base power and toughness 5/5 in
addition to its other types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gleaming Geardrake

U R

Artifact Creature -- Drake

Flying
When this creature enters,
investigate. (Create a Clue token.
It's an artifact with "{2},
Sacrifice this token: Draw a card.")
Whenever you sacrifice an artifact,
put a +1/+1 counter on this
creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gleaming Geardrake

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Artifact Creature -- Drake

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When this creature enters,
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Whenever you sacrifice an artifact,
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inti, Seneschal of the Sun

① ② 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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inti, Seneschal of the Sun

① R

Legendary Creature -- Human Knight

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - minitaste - Pioneer (Pioneer Challenge 64)

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 2/10 - 8 cards - 2.5 x 3.5 in each

<div> <div>Inti, Seneschal of the Sun</div> <div> <div>1</div> <div>R</div> </div> </div> <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. 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> <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> <div>1</div> <div>R</div> </div> </div> <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. 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> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Island</div> </div> <div> <div>Basic Land -- Island</div> <div> <div>{T}: Add {U}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Legion Extruder</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div> <div>Artifact</div> <div> When this artifact enters, it deals 2 damage to any target. {2}, {T}, Sacrifice another artifact: Create a 3/3 colorless Golem artifact creature token. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>
<div> <div>Mountain</div> </div> <div> <div>Basic Land -- Mountain</div> <div> <div>{T}: Add {R}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Otawara, Soaring City</div> </div> <div> <div> <div>Legendary Land</div> <div> <div>{T}: Add {U}.</div> <div>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.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Riverglide Pathway</div> </div> <div> <div> <div>Land</div> <div> <div>{T}: Add {U}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> <div> <div> <div> <div>BACK FACE</div> <div> <div>Lavaglide Pathway</div> <div> <div>Land</div> <div> <div>{T}: Add {R}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> </div> </div></div></div>	<div> <div>Riverglide Pathway</div> </div> <div> <div> <div>Land</div> <div> <div>{T}: Add {U}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> <div> <div> <div> <div>BACK FACE</div> <div> <div>Lavaglide Pathway</div> <div> <div>Land</div> <div> <div>{T}: Add {R}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> </div> </div></div></div>

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Shivan Reef</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {R}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Shivan Reef</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {R}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Shivan Reef</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {R}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Shivan Reef</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {U} or {R}. This land deals 1 damage to you.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Shrapnel Blast</div><div>Instant</div><div><div>As an additional cost to cast this spell, sacrifice an artifact.</div><div>Shrapnel Blast deals 5 damage to any target.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Shrapnel Blast</div><div>Instant</div><div><div>As an additional cost to cast this spell, sacrifice an artifact.</div><div>Shrapnel Blast deals 5 damage to any target.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Shrapnel Blast</div><div>Instant</div><div><div>As an additional cost to cast this spell, sacrifice an artifact.</div><div>Shrapnel Blast deals 5 damage to any target.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Shrapnel Blast</div><div>Instant</div><div><div>As an additional cost to cast this spell, sacrifice an artifact.</div><div>Shrapnel Blast deals 5 damage to any target.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> Smuggler's Copter ② </div> <div> Artifact -- Vehicle </div> <div> <p>Flying</p> <p>Whenever this Vehicle attacks or blocks, you may draw a card. If you do, discard a card.</p> <p>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.)</p> </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Smuggler's Copter ② </div> <div> Artifact -- Vehicle </div> <div> <p>Flying</p> <p>Whenever this Vehicle attacks or blocks, you may draw a card. If you do, discard a card.</p> <p>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.)</p> </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Smuggler's Copter ② </div> <div> Artifact -- Vehicle </div> <div> <p>Flying</p> <p>Whenever this Vehicle attacks or blocks, you may draw a card. If you do, discard a card.</p> <p>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.)</p> </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Smuggler's Copter ② </div> <div> Artifact -- Vehicle </div> <div> <p>Flying</p> <p>Whenever this Vehicle attacks or blocks, you may draw a card. If you do, discard a card.</p> <p>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.)</p> </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Sokenzan, Crucible of Defiance </div> <div> Legendary Land </div> <div> <p>{T}: Add {R}.</p> <p>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.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Spell Pierce U </div> <div> Instant </div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Spell Pierce U </div> <div> Instant </div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Spell Pierce U </div> <div> Instant </div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Spyglass Siren</div><div> Creature -- Siren Pirate</div><div>Flying 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.")</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spyglass Siren</div><div> Creature -- Siren Pirate</div><div>Flying 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.")</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spyglass Siren</div><div> Creature -- Siren Pirate</div><div>Flying 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.")</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spyglass Siren</div><div> Creature -- Siren Pirate</div><div>Flying 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.")</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><div>({T}: Add {U} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><div>({T}: Add {U} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><div>({T}: Add {U} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><div>({T}: Add {U} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Torch the Tower</div><div>Instant</div><div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</div><div>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.</div><div>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Torch the Tower</div><div>Instant</div><div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</div><div>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.</div><div>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Torch the Tower</div><div>Instant</div><div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</div><div>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.</div><div>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Torch the Tower</div><div>Instant</div><div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</div><div>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.</div><div>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

®

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.")

1/1

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1/1

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1/1

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®

Fiery Impulse deals 2 damage to target creature.
Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.

[sideboard]

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Fiery Impulse deals 2 damage to target creature.
Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Fiery Impulse deals 2 damage to target creature.
Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead.

[sidebar]

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

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.

<div> Magebane Lizard <div> <div>1</div> <div>R</div> </div> </div> <div> Creature -- Lizard </div> <div> Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn. </div> <div> [sideboard] </div> <div> <div>1/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Mystical Dispute <div> <div>2</div> <div>U</div> </div> </div> <div> Instant </div> <div> This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. </div> <div> [sideboard] </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Mystical Dispute <div> <div>2</div> <div>U</div> </div> </div> <div> Instant </div> <div> This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. </div> <div> [sideboard] </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Rampaging Ferocidon <div> <div>2</div> <div>R</div> </div> </div> <div> Creature -- Dinosaur </div> <div> Menace Players can't gain life. Whenever another creature enters, this creature deals 1 damage to that creature's controller. </div> <div> [sideboard] </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Rampaging Ferocidon <div> <div>2</div> <div>R</div> </div> </div> <div> Creature -- Dinosaur </div> <div> Menace Players can't gain life. Whenever another creature enters, this creature deals 1 damage to that creature's controller. </div> <div> [sideboard] </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Rampaging Ferocidon <div> <div>2</div> <div>R</div> </div> </div> <div> Creature -- Dinosaur </div> <div> Menace Players can't gain life. Whenever another creature enters, this creature deals 1 damage to that creature's controller. </div> <div> [sideboard] </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Rending Volley <div> <div>R</div> </div> </div> <div> Instant </div> <div> This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. </div> <div> [sideboard] </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Rending Volley <div> <div>R</div> </div> </div> <div> Instant </div> <div> This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. </div> <div> [sideboard] </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div> Rending Volley R </div> <div> Instant </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> The Akroan War 3R </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- Gain control of target creature for as long as this Saga remains on the battlefield.</p> <p>II -- Until your next turn, creatures your opponents control attack each combat if able.</p> <p>III -- Each tapped creature deals damage to itself equal to its power.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> The Akroan War 3R </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- Gain control of target creature for as long as this Saga remains on the battlefield.</p> <p>II -- Until your next turn, creatures your opponents control attack each combat if able.</p> <p>III -- Each tapped creature deals damage to itself equal to its power.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	