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| <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.)<br/>To solve -- You control three or more artifacts. (If unsolved, solve at the beginning of your end step.)<br/>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.)<br/>To solve -- You control three or more artifacts. (If unsolved, solve at the beginning of your end step.)<br/>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.)<br/>Equipped creature gets +1/+0 and can't be blocked.<br/>{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.)<br/>Equipped creature gets +1/+0 and can't be blocked.<br/>{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<br/>{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<br/>{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<br/>{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<br/>{T}: Add {C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                              |

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| <div> <b>Ensoul Artifact</b> <span>1</span><span>U</span> </div> <div>           Enchantment -- Aura         </div> <div>           Enchant artifact<br/>           Enchanted artifact is a creature with base power and toughness 5/5 in addition to its other types.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                      | <div> <b>Ensoul Artifact</b> <span>1</span><span>U</span> </div> <div>           Enchantment -- Aura         </div> <div>           Enchant artifact<br/>           Enchanted artifact is a creature with base power and toughness 5/5 in addition to its other types.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                      | <div> <b>Ensoul Artifact</b> <span>1</span><span>U</span> </div> <div>           Enchantment -- Aura         </div> <div>           Enchant artifact<br/>           Enchanted artifact is a creature with base power and toughness 5/5 in addition to its other types.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                   | <div> <b>Ensoul Artifact</b> <span>1</span><span>U</span> </div> <div>           Enchantment -- Aura         </div> <div>           Enchant artifact<br/>           Enchanted artifact is a creature with base power and toughness 5/5 in addition to its other types.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                   |
| <div> <b>Gleaming Geardrake</b> <span>U</span><span>R</span> </div> <div>           Artifact Creature -- Drake         </div> <div>           Flying<br/>           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.         </div> <div> <div>1/1</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Gleaming Geardrake</b> <span>U</span><span>R</span> </div> <div>           Artifact Creature -- Drake         </div> <div>           Flying<br/>           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.         </div> <div> <div>1/1</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Inti, Seneschal of the Sun</b> <span>1</span><span>R</span> </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.<br/>           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>2/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Inti, Seneschal of the Sun</b> <span>1</span><span>R</span> </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.<br/>           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>2/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

Playtest cards - Hernan72 - Pioneer (Pioneer 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 2/10 - 8 cards - 2.5 x 3.5 in each



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| <div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   |
| <div><div>Shrapnel Blast1R</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact.<br/>Shrapnel Blast deals 5 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shrapnel Blast1R</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact.<br/>Shrapnel Blast deals 5 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shrapnel Blast1R</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact.<br/>Shrapnel Blast deals 5 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shrapnel Blast1R</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact.<br/>Shrapnel Blast deals 5 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Smuggler's Copter②</div><div>Artifact -- Vehicle</div><div>Flying<br/>Whenever this Vehicle attacks or blocks, you may draw a card. If you do, discard a card.<br/>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><div>Smuggler's Copter②</div><div>Artifact -- Vehicle</div><div>Flying<br/>Whenever this Vehicle attacks or blocks, you may draw a card. If you do, discard a card.<br/>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><div>Smuggler's Copter②</div><div>Artifact -- Vehicle</div><div>Flying<br/>Whenever this Vehicle attacks or blocks, you may draw a card. If you do, discard a card.<br/>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><div>Smuggler's Copter②</div><div>Artifact -- Vehicle</div><div>Flying<br/>Whenever this Vehicle attacks or blocks, you may draw a card. If you do, discard a card.<br/>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><div>Sokenzan, Crucible of Defiance</div><div>Legendary Land</div><div>{T}: Add {R}.<br/>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>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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                 |

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| <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{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.<br/>{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.<br/>{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.<br/>{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<br/>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<br/>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<br/>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<br/>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> |

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| <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> |



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| <div><div><div>Mystical Dispute</div><div>2U</div></div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mystical Dispute</div><div>2U</div></div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Rampaging Ferocidon</div><div>2R</div></div><div>Creature -- Dinosaur</div><div>Menace<br/>Players can't gain life.<br/>Whenever another creature enters, this creature deals 1 damage to that creature's controller.</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                          | <div><div><div>Rampaging Ferocidon</div><div>2R</div></div><div>Creature -- Dinosaur</div><div>Menace<br/>Players can't gain life.<br/>Whenever another creature enters, this creature deals 1 damage to that creature's controller.</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                          |
| <div><div><div>Rending Volley</div><div>R</div></div><div>Instant</div><div>This spell can't be countered.<br/>Rending Volley deals 4 damage to target white or blue creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        | <div><div><div>Rending Volley</div><div>R</div></div><div>Instant</div><div>This spell can't be countered.<br/>Rending Volley deals 4 damage to target white or blue creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        | <div><div><div>The Akroan War</div><div>3R</div></div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.<br/>Sacrifice after III.)<br/>I -- Gain control of target creature for as long as this Saga remains on the battlefield.<br/>II -- Until your next turn, creatures your opponents control attack each combat if able.<br/>III -- Each tapped creature deals damage to itself equal to its power.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>The Akroan War</div><div>3R</div></div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.<br/>Sacrifice after III.)<br/>I -- Gain control of target creature for as long as this Saga remains on the battlefield.<br/>II -- Until your next turn, creatures your opponents control attack each combat if able.<br/>III -- Each tapped creature deals damage to itself equal to its power.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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As an additional cost to cast this spell, you may sacrifice an artifact.

Voltage Surge deals 2 damage to target creature or planeswalker. If this spell's additional cost was paid, Voltage Surge deals 4 damage instead.

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As an additional cost to cast this spell, you may sacrifice an artifact.

Voltage Surge deals 2 damage to target creature or planeswalker. If this spell's additional cost was paid, Voltage Surge deals 4 damage instead.

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As an additional cost to cast this spell, you may sacrifice an artifact.

Voltage Surge deals 2 damage to target creature or planeswalker. If this spell's additional cost was paid, Voltage Surge deals 4 damage instead.

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