Clever Impersonator {2}{U}{U}

Creature -- Shapeshifter

You may have this creature enter as a copy of any nonland permanent on the battlefield.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clever Impersonator {2}{U}{U}

Creature -- Shapeshifter

You may have this creature enter as a copy of any nonland permanent on the battlefield.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Connive {2}{U/B}{U/B}

Sorcery

Gain control of target creature with power 2 or less.

- - - RIGHT HALF - - -

Concoct {3}{U}{B}

Sorcery

Surveil 3, then return a creature card from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Surveil 3, then return a creature card from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consign {1}{U}

Instant

Return target nonland permanent to its owner's hand.

- - - AFTERMATH HALF - - -

Oblivion {4}{B}

Sorcery

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Target opponent discards two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consign {1}{U}

Instant

Return target nonland permanent to its owner's hand.

- - - AFTERMATH HALF - - -

Oblivion {4}{B}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Return target nonland permanent to its owner's hand.

- - - AFTERMATH HALF - - -

Oblivion {4}{B}

Sorcery

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Target opponent discards two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consign {1}{U}

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Return target nonland permanent to its owner's hand.

- - - AFTERMATH HALF - - -

Oblivion {4}{B}

Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - to-poi - Pioneer (Pioneer Spark!! ONLINE 16th -MTGArena-) sheet 1/12 - 8 cards - 2.5 x 3.5 in each

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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.)

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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.)

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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

Eiganjo, Seat of the Empire

Legendary Land

{T}: Add {W}.
Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

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{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

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Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Greater Tanuki {4}{G}{G}

Enchantment Creature -- Dog

Trample
Channel -- {2}{G}, Discard this card: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Greater Tanuki {4}{G}{G}

Enchantment Creature -- Dog

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Channel -- {2}{G}, Discard this card: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

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6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Indatha Triome

Land -- Plains Swamp Forest

({T}: Add {W}, {B}, or {G}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Indatha Triome

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({T}: Add {W}, {B}, or {G}.)
This land enters tapped.
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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

Jetmir's Garden

Land -- Mountain Forest Plains

({T}: Add {R}, {G}, or {W}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jetmir's Garden

Land -- Mountain Forest Plains

({T}: Add {R}, {G}, or {W}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ketria Triome

Land -- Forest Island Mountain

({T}: Add {G}, {U}, or {R}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ketria Triome

Land -- Forest Island Mountain

({T}: Add {G}, {U}, or {R}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline Binding {5}{W}

Enchantment

Flash
Domain -- This spell costs {1} less to cast for each basic land type among lands you control.
When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.

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Enchantment

Flash
Domain -- This spell costs {1} less to cast for each basic land type among lands you control.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marang River Regent {4}{U}{U}

Creature -- Dragon

Flying
When this creature enters, return up to two other target nonland permanents to their owners' hands.

6/7

- - - ADVENTURE - - -

Coil and Catch {3}{U}

Instant -- Omen

Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant -- Omen

Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mistrise Village

Land

This land enters tapped unless you control a Mountain or a Forest.
{T}: Add {U}.
{U}, {T}: The next spell you cast this turn can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mistrise Village

Land

This land enters tapped unless you control a Mountain or a Forest.
{T}: Add {U}.
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This land enters tapped unless you control a Mountain or a Forest.
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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quintorius Kand {3}{R}{W}

Legendary Planeswalker -- Quintorius

Whenever you cast a spell from exile, Quintorius Kand deals 2 damage to each opponent and you gain 2 life.
[+1]: Create a 3/2 red and white Spirit creature token.
[-3]: Discover 4.
[-6]: Exile any number of target cards from your graveyard. Add {R} for each card exiled this way. You may play those cards this turn.

L 4

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Scavenger Grounds

Land -- Desert

{T}: Add {C}.
{2}, {T}, Sacrifice a Desert: Exile all graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spara's Headquarters

Land -- Forest Plains Island

({T}: Add {G}, {W}, or {U}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spara's Headquarters

Land -- Forest Plains Island

({T}: Add {G}, {W}, or {U}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spark Double {3}{U}

Creature -- Illusion

You may have this creature enter as a copy of a creature or planeswalker you control, except it enters with an additional +1/+1 counter on it if it's a creature, it enters with an additional loyalty counter on it if it's a planeswalker, and it isn't legendary.

0/0

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0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spinewoods Armadillo {4}{G}{G}

Creature -- Armadillo

Reach
Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)
{1}{G}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life.

7/7

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7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spring {2}{G}

Sorcery

Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

- - - AFTERMATH HALF - - -

Mind {4}{U}{U}

Instant

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spring {2}{G}

Sorcery

Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

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Mind {4}{U}{U}

Instant

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spring {2}{G}

Sorcery

Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

- - - AFTERMATH HALF - - -

Mind {4}{U}{U}

Instant

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Takenuma, Abandoned Mire

Legendary Land

{T}: Add {B}.
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trumpeting Carnosaur {4}{R}{R}

Creature -- Dinosaur

Trample
When this creature enters, discover 5.
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trumpeting Carnosaur {4}{R}{R}

Creature -- Dinosaur

Trample
When this creature enters, discover 5.
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trumpeting Carnosaur {4}{R}{R}

Creature -- Dinosaur

Trample
When this creature enters, discover 5.
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

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Creature -- Dinosaur

Trample
When this creature enters, discover 5.
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7/6

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Waker of Waves {5}{U}{U}

Creature -- Whale

Creatures your opponents control get -1/-0.
{1}{U}, Discard this card: Look at the top two cards of your library. Put one of them into your hand and the other into your graveyard.

7/7

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7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yorion, Sky Nomad {3}{W/U}{W/U}

Legendary Creature -- Bird Serpent

Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)
Flying
When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zagoth Triome

Land -- Swamp Forest Island

({T}: Add {B}, {G}, or {U}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zagoth Triome

Land -- Swamp Forest Island

({T}: Add {B}, {G}, or {U}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ziatora's Proving Ground

Land -- Swamp Mountain Forest

({T}: Add {B}, {R}, or {G}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ziatora's Proving Ground

Land -- Swamp Mountain Forest

({T}: Add {B}, {R}, or {G}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cease {1}{B/G}

Instant

Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.

[sideboard]

- - - RIGHT HALF - - -

Desist {4}{G/W}{G/W}

Sorcery

Destroy all artifacts and enchantments.

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Deceit {4}{U/B}{U/B}

Creature -- Elemental Incarnation

When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand.
When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Evoke {U/B}{U/B}

[sideboard]

5/5

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Rags {2}{B}{B}

Sorcery

All creatures get -2/-2 until end of turn.

[sideboard]

- - - AFTERMATH HALF - - -

Riches {5}{U}{U}

Sorcery

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Each opponent chooses a creature they control. You gain control of those creatures.

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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.

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Repudiate (G/U)(G/U)

Instant

Counter target activated or triggered ability. (Mana abilities can't be targeted.)

[sideboard]

- - - RIGHT HALF - - -

Replicate (1)(G)(U)

Sorcery

Create a token that's a copy of target creature you control.

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