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| <div>Abhorrent Oculus (2)(U)</div> <div>Creature -- Eye</div> <div>As an additional cost to cast this spell, exile six cards from your graveyard.<br/>Flying<br/>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                            | <div>Abhorrent Oculus (2)(U)</div> <div>Creature -- Eye</div> <div>As an additional cost to cast this spell, exile six cards from your graveyard.<br/>Flying<br/>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                            | <div>Abhorrent Oculus (2)(U)</div> <div>Creature -- Eye</div> <div>As an additional cost to cast this spell, exile six cards from your graveyard.<br/>Flying<br/>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                            | <div>Agent of Treachery (5)(U)(U)</div> <div>Creature -- Human Rogue</div> <div>When this creature enters, gain control of target permanent.<br/>At the beginning of your end step, if you control three or more permanents you don't own, draw three cards.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Atraxa, Grand Unifier (3)(G)(W)(U)(B)</div> <div>Legendary Creature -- Phyrexian Angel</div> <div>Flying, vigilance, deathtouch, lifelink<br/>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Atraxa, Grand Unifier (3)(G)(W)(U)(B)</div> <div>Legendary Creature -- Phyrexian Angel</div> <div>Flying, vigilance, deathtouch, lifelink<br/>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Atraxa, Grand Unifier (3)(G)(W)(U)(B)</div> <div>Legendary Creature -- Phyrexian Angel</div> <div>Flying, vigilance, deathtouch, lifelink<br/>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Blooming Marsh</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                |

Playtest cards - koba\_Mandril - Pioneer (Pioneer Spark!! ONLINE 8th -MTGarena-)

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 1/12 - 8 cards - 2.5 x 3.5 in each

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| <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div><b>Boseiju, Who Endures</b></div><div>Legendary Land</div><div>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. 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><b>Botanical Sanctum</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      |
| <div><div><b>Botanical Sanctum</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Botanical Sanctum</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Breeding Pool</b></div><div>Land -- Forest Island</div><div>( {T}: Add {G} or {U}. )<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><b>Breeding Pool</b></div><div>Land -- Forest Island</div><div>( {T}: Add {G} or {U}. )<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><b>Breeding Pool</b></div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<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><b>Darkslick Shores</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div><b>Darkslick Shores</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div><b>Darkslick Shores</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                         |
| <div><div><b>Dreams of Steel and Oil</b> (B)</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Dreams of Steel and Oil</b> (B)</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Dreams of Steel and Oil</b> (B)</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose an artifact or creature card from it, then choose an artifact or creature card from their graveyard. Exile the chosen cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Eldritch Evolution</b> (1)(G)(G)</div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Eldritch Evolution1GGG</div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Eldritch Evolution1GGG</div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Eldritch Evolution1GGG</div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal PushB</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                            |
| <div><div>Fatal PushB</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div>Fatal PushB</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div>Fatal PushB</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div>Founding the Third Path1U</div><div>Enchantment -- Saga</div><div>Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.) I -- You may cast an instant or sorcery spell with mana value 1 or 2 from your hand without paying its mana cost. II -- Target player mills four cards. III -- Exile target instant or sorcery card from your graveyard. Copy it. You may cast the copy.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Grisly SalvageBG</div><div>Instant</div><div>Reveal the top five cards of your library. You may put a creature or land card from among them into your hand. Put the rest into your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                    | <div><div>Grisly SalvageBG</div><div>Instant</div><div>Reveal the top five cards of your library. You may put a creature or land card from among them into your hand. Put the rest into your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                    | <div><div>Grisly SalvageBG</div><div>Instant</div><div>Reveal the top five cards of your library. You may put a creature or land card from among them into your hand. Put the rest into your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                    | <div><div>Haywire Mite1</div><div>Artifact Creature -- Insect</div><div>When this creature dies, you gain 2 life.<br/>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Hooting Mandrills</b> 56<br>Creature -- Ape<br>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>Trample<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hooting Mandrills</b> 56<br>Creature -- Ape<br>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>Trample<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hooting Mandrills</b> 56<br>Creature -- Ape<br>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>Trample<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hooting Mandrills</b> 56<br>Creature -- Ape<br>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>Trample<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Island</b><br>Basic Land -- Island<br>({T}: Add {U}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                           | <b>Mana Confluence</b><br>Land<br>{T}, Pay 1 life: Add one mana of any color.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                      | <b>Mana Confluence</b><br>Land<br>{T}, Pay 1 life: Add one mana of any color.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                      | <b>Mana Confluence</b><br>Land<br>{T}, Pay 1 life: Add one mana of any color.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                      |



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| <div> <b>Otherworldly Gaze</b> <span>U</span> </div> <div> Instant </div> <div> <p>Surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)</p> <p>Flashback {1}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                      | <div> <b>Overgrown Tomb</b> </div> <div> Land -- Swamp Forest </div> <div> <p>{T}: Add {B} or {G}.</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                              | <div> <b>Overgrown Tomb</b> </div> <div> Land -- Swamp Forest </div> <div> <p>{T}: Add {B} or {G}.</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                              | <div> <b>Picklock Prankster</b> <span>1U</span> </div> <div> Creature -- Faerie Rogue </div> <div> Flying, vigilance </div> <div> <div>1/3</div> </div> <div> <div>ADVENTURE</div> </div> <div> <b>Free the Fae</b> <span>1U</span> </div> <div> Instant -- Adventure </div> <div> <p>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Picklock Prankster</b> <span>1U</span> </div> <div> Creature -- Faerie Rogue </div> <div> Flying, vigilance </div> <div> <div>1/3</div> </div> <div> <div>ADVENTURE</div> </div> <div> <b>Free the Fae</b> <span>1U</span> </div> <div> Instant -- Adventure </div> <div> <p>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Picklock Prankster</b> <span>1U</span> </div> <div> Creature -- Faerie Rogue </div> <div> Flying, vigilance </div> <div> <div>1/3</div> </div> <div> <div>ADVENTURE</div> </div> <div> <b>Free the Fae</b> <span>1U</span> </div> <div> Instant -- Adventure </div> <div> <p>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Picklock Prankster</b> <span>1U</span> </div> <div> Creature -- Faerie Rogue </div> <div> Flying, vigilance </div> <div> <div>1/3</div> </div> <div> <div>ADVENTURE</div> </div> <div> <b>Free the Fae</b> <span>1U</span> </div> <div> Instant -- Adventure </div> <div> <p>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Sin, Spira's Punishment</b> <span>4B6U</span> </div> <div> Legendary Creature -- Leviathan Avatar </div> <div> Flying </div> <div> <p>Whenever Sin enters or attacks, exile a permanent card from your graveyard at random, then create a tapped token that's a copy of that card. If the exiled card is a land card, repeat this process.</p> </div> <div> <div>7/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                 |

Playtest cards - koba\_Mandril - Pioneer (Pioneer Spark!! ONLINE 8th -MTGArena-)

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| <div> <div>Spell Pierce</div> <div> <div>U</div> </div> </div> <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>Starting Town</div> </div> <div> <div>Land -- Town</div> <div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                        | <div> <div>Starting Town</div> </div> <div> <div>Land -- Town</div> <div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                        | <div> <div>Starting Town</div> </div> <div> <div>Land -- Town</div> <div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                        |
| <div> <div>Swamp</div> </div> <div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                         | <div> <div>Tasigur, the Golden Fang</div> <div>5B</div> </div> <div> <div>Legendary Creature -- Human Shaman</div> <div>           Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>           {2}{G/U}{G/U}: Mill two cards, then return a nonland card of an opponent's choice from your graveyard to your hand.         </div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tasigur, the Golden Fang</div> <div>5B</div> </div> <div> <div>Legendary Creature -- Human Shaman</div> <div>           Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>           {2}{G/U}{G/U}: Mill two cards, then return a nonland card of an opponent's choice from your graveyard to your hand.         </div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tasigur, the Golden Fang</div> <div>5B</div> </div> <div> <div>Legendary Creature -- Human Shaman</div> <div>           Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>           {2}{G/U}{G/U}: Mill two cards, then return a nonland card of an opponent's choice from your graveyard to your hand.         </div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div>Thoughtseize</div> <div>B</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thoughtseize</div> <div>B</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thoughtseize</div> <div>B</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thoughtseize</div> <div>B</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Watery Grave</div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.) 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>Watery Grave</div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.) 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>Watery Grave</div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.) 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>Watery Grave</div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.) 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>                       |

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| <div> <b>Yorion, Sky Nomad</b> <span>3</span><span>W/U</span><span>W/U</span> </div> <div>           Legendary Creature -- Bird Serpent         </div> <div> <p>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.)</p> <p>Flying</p> <p>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.</p> </div> <div> <div>4/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Abrupt Decay</b> <span>B</span><span>G</span> </div> <div>           Instant         </div> <div> <p>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</p> </div> <div> <p>[sideboard]</p> </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev </div>                       | <div> <b>Assassin's Trophy</b> <span>B</span><span>G</span> </div> <div>           Instant         </div> <div> <p>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</p> </div> <div> <p>[sideboard]</p> </div> <div> <div>*/1+*</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev </div> | <div> <b>Assassin's Trophy</b> <span>B</span><span>G</span> </div> <div>           Instant         </div> <div> <p>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</p> </div> <div> <p>[sideboard]</p> </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev </div> |
| <div> <b>Bitter Triumph</b> <span>1</span><span>B</span> </div> <div>           Instant         </div> <div> <p>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</p> </div> <div> <p>[sideboard]</p> </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev </div>                                                                                                                                                                                                                                                                                                                   | <div> <b>Brazen Borrower</b> <span>1</span><span>U</span><span>U</span> </div> <div>           Creature -- Faerie Rogue         </div> <div> <p>Flash</p> <p>Flying</p> <p>This creature can block only creatures with flying.</p> </div> <div> <p>[sideboard]</p> </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev </div> | <div> <b>Cosmogoyf</b> <span>B</span><span>G</span> </div> <div>           Creature -- Elemental Lhurgoyf         </div> <div> <p>Cosmogoyf's power is equal to the number of cards you own in exile and its toughness is equal to that number plus 1.</p> </div> <div> <p>[sideboard]</p> </div> <div> <div>*/1+*</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev </div>                      | <div> <b>Duress</b> <span>B</span> </div> <div>           Sorcery         </div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div> <p>[sideboard]</p> </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev </div>                                                               |

Playtest cards - koba\_Mandrill - Pioneer (Pioneer Spark!! ONLINE 8th -MTGArena-)

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 11/12 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Duress</b> <span>(B)</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                | <div> <b>Spell Stutter</b> <span>(1)(U)</span> </div> <hr/> <div>Instant</div> <hr/> <p>Counter target spell unless its controller pays {2} plus an additional {1} for each Faerie you control.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                 | <div> <b>Spell Stutter</b> <span>(1)(U)</span> </div> <hr/> <div>Instant</div> <hr/> <p>Counter target spell unless its controller pays {2} plus an additional {1} for each Faerie you control.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                 | <div> <b>Stubborn Denial</b> <span>(U)</span> </div> <hr/> <div>Instant</div> <hr/> <p>Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Tyrranax Rex</b> <span>(4)(G)(G)(G)</span> </div> <hr/> <div>Creature -- Phyrexian Dinosaur</div> <hr/> <p>This spell can't be countered. Trample, ward {4}, haste Toxic 4 (Players dealt combat damage by this creature also get four poison counters.)</p> <p>[sideboard]</p> <div> <div>8/8</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Voice of Victory</b> <span>(1)(W)</span> </div> <hr/> <div>Creature -- Human Bard</div> <hr/> <p>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.</p> <p>[sideboard]</p> <div> <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Voice of Victory</b> <span>(1)(W)</span> </div> <hr/> <div>Creature -- Human Bard</div> <hr/> <p>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.</p> <p>[sideboard]</p> <div> <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |                                                                                                                                                                                                                                                                                                                                            |