

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 PLAYbotbox.dev	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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

Cori Mountain Monastery Land This land enters tapped unless you control a Plains or an Island. {T}: Add {R}. {3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cori Mountain Monastery Land This land enters tapped unless you control a Plains or an Island. {T}: Add {R}. {3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Creative Outburst 3UUUR Instant Creative Outburst deals 5 damage to any target. Look at the top five cards of your library. Put one of them into your hand and the rest on the bottom of your library in a random order. {U/R}{U/R}, Discard this card: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Creative Outburst 3UUUR Instant Creative Outburst deals 5 damage to any target. Look at the top five cards of your library. Put one of them into your hand and the rest on the bottom of your library in a random order. {U/R}{U/R}, Discard this card: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Elegant Parlor Land -- Mountain Plains {T}: Add {R} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gloomlake Verge Land {T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gloomlake Verge Land {T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gloomlake Verge Land {T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gloomlake Verge Land {T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island {T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island {T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Horned Loch-Whale 4UU Creature -- Whale Flash Ward {2} This creature enters tapped unless it's your turn. 6/6 --- ADVENTURE --- Lagoon Breach 1U Instant -- Adventure The owner of target attacking creature you don't control puts it on their choice of the top or bottom of their library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - to-poi - Pioneer (Pioneer Spark!! ONLINE 6th -MTGArena-) sheet 5/12 - 8 cards - 2.5 x 3.5 in each
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.

Meticulous Archive Land -- Plains Island ({T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meticulous Archive Land -- Plains Island ({T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Otawara, Soaring City Legendary Land {T}: Add {U}. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Quintorius Kand 3R(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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quintorius Kand 3R(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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quintorius Kand 3R(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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quintorius Kand 3R(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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raucous Theater Land -- Swamp Mountain {T}: Add {B} or {R}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raucous Theater Land -- Swamp Mountain {T}: Add {B} or {R}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.	Spark Double ③ ① 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.	Spark Double ③ ① 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.	Spark Double ③ ① 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.
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Thundering Falls

Land -- Island Mountain

(**{T}**: Add **{U}** or **{R}**.)
This land enters tapped.
When this land enters, surveil 1.
(Look at the top card of your
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Thundering Falls

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({{T}}: Add {{U}} or {{R}}.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torrential Gearhulk 4UU

Artifact Creature -- Construct

Flash
When this creature enters, you may cast target instant card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torrential Gearhulk (4)(U)(U)

Artifact Creature -- Construct

Flash
When this creature enters, you may cast target instant card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.

5/6

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ⓇⓇ

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ⓇⓇ

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 4R 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

Undercity Sewers Land -- Island Swamp ({T}: Add {U} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Undercity Sewers Land -- Island Swamp ({T}: Add {U} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Undercity Sewers Land -- Island Swamp ({T}: Add {U} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Undercity Sewers Land -- Island Swamp ({T}: Add {U} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Waker of Waves 5UU 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Waker of Waves 5UU 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Waker of Waves 5UU 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Waker of Waves 5UU 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Yorion, Sky Nomad 3W/UW/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	Consecrate 14/B Instant Exile target card from a graveyard. Draw a card. [sideboard] Consume 2WB Sorcery Target player sacrifices a creature with the greatest power among creatures they control. You gain life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consecrate 14/B Instant Exile target card from a graveyard. Draw a card. [sideboard] Consume 2WB Sorcery Target player sacrifices a creature with the greatest power among creatures they control. You gain life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consecrate 14/B Instant Exile target card from a graveyard. Draw a card. [sideboard] Consume 2WB Sorcery Target player sacrifices a creature with the greatest power among creatures they control. You gain life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Consecrate 14/B Instant Exile target card from a graveyard. Draw a card. [sideboard] Consume 2WB Sorcery Target player sacrifices a creature with the greatest power among creatures they control. You gain life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mirrorshell Crab 5UU Artifact Creature -- Crab Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mirrorshell Crab 5UU Artifact Creature -- Crab Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mirrorshell Crab 5UU Artifact Creature -- Crab Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Mirrorshell Crab5UU Artifact Creature -- Crab Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thought Distortion4BB Sorcery This spell can't be countered. Target opponent reveals their hand. Exile all noncreature, nonland cards from that player's hand and graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thought Distortion4BB Sorcery This spell can't be countered. Target opponent reveals their hand. Exile all noncreature, nonland cards from that player's hand and graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Warrant4/44/4 Instant Put target attacking or blocking creature on top of its owner's library. [sideboard] ----- RIGHT HALF ----- Warden3WU Sorcery Create a 4/4 white and blue Sphinx creature token with flying and vigilance. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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