

G

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0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one --

- * Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
- * Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
- * Exile target artifact or enchantment.

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* Exile target artifact or
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloomvine Regent3GG Creature -- Dragon Flying Whenever this creature or another Dragon you control enters, you gain 3 life. 4/5 Claim Territory2G Sorcery -- Omen Search your library for up to two basic Forest cards, reveal them, put one onto the battlefield tapped and the other into your hand, then shuffle. (Also shuffle this card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloomvine Regent3GG Creature -- Dragon Flying Whenever this creature or another Dragon you control enters, you gain 3 life. 4/5 Claim Territory2G Sorcery -- Omen Search your library for up to two basic Forest cards, reveal them, put one onto the battlefield tapped and the other into your hand, then shuffle. (Also shuffle this card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Garenbrig Land This land enters tapped unless you control a Forest. {T}: Add {G}. {2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest

Basic Land -- Forest

$$(\{T\} : \text{Add } \{G\}.)$$

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Gruff Triplets (3GGG)

Creature -- Satyr Warrior

Trample
When this creature enters, if it isn't a token, create two tokens that are copies of it.
When this creature dies, put a number of +1/+1 counters equal to its power on each creature you control named Gruff Triplets.

3/3

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Gruff Triplets 3GGG Creature -- Satyr Warrior Trample When this creature enters, if it isn't a token, create two tokens that are copies of it. When this creature dies, put a number of +1/+1 counters equal to its power on each creature you control named Gruff Triplets. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Ixalan 1G Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at the top five cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. D 4 BACK FACE Belligerent Regisaur Creature -- Dinosaur Trample Whenever you cast a spell, this creature gains indestructible until end of turn. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Ixalan 1G Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at the top five cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. D 4 BACK FACE Belligerent Regisaur Creature -- Dinosaur Trample Whenever you cast a spell, this creature gains indestructible until end of turn. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Ixalan 1G Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at the top five cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. D 4 BACK FACE Belligerent Regisaur Creature -- Dinosaur Trample Whenever you cast a spell, this creature gains indestructible until end of turn. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Old-Growth Troll Creature -- Troll Warrior Trample When Old-Growth Troll dies, if it was a creature, return it to the battlefield. It's an Aura enchantment with enchant Forest you control and "Enchanted Forest has '{T}: Add {G}{G}' and '{1}, {T}, Sacrifice this land: Create a tapped 4/4 green Troll Warrior creature token with trample.'" 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Old-Growth Troll Creature -- Troll Warrior Trample When Old-Growth Troll dies, if it was a creature, return it to the battlefield. It's an Aura enchantment with enchant Forest you control and "Enchanted Forest has '{T}: Add {G}{G}' and '{1}, {T}, Sacrifice this land: Create a tapped 4/4 green Troll Warrior creature token with trample.'" 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Old-Growth Troll Creature -- Troll Warrior Trample When Old-Growth Troll dies, if it was a creature, return it to the battlefield. It's an Aura enchantment with enchant Forest you control and "Enchanted Forest has '{T}: Add {G}{G}' and '{1}, {T}, Sacrifice this land: Create a tapped 4/4 green Troll Warrior creature token with trample.'" 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polukranos Reborn Legendary Creature -- Hydra Reach {6}{W/P}: Transform Polukranos Reborn. Activate only as a sorcery. ({W/P} can be paid with either {W} or 2 life.) 4/5 ----- BACK FACE ----- Polukranos, Engine of Ruin Legendary Creature -- Phyrexian Hydra Reach, lifelink Whenever Polukranos or another nontoken Hydra you control dies, create a 3/3 green and white Phyrexian Hydra creature token with reach and a 3/3 green and white Phyrexian Hydra creature token with lifelink. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunken Citadel Land -- Cave This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunken Citadel Land -- Cave This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunken Citadel Land -- Cave This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunken Citadel Land -- Cave This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. {T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Titan of Industry ④⑥⑥⑥ Creature -- Elemental Reach, trample When this creature enters, choose two -- * Destroy target artifact or enchantment. * Target player gains 5 life. * Create a 4/4 green Rhino Warrior creature token. * Put a shield counter on a creature you control. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Titan of Industry ④⑥⑥⑥ Creature -- Elemental Reach, trample When this creature enters, choose two -- * Destroy target artifact or enchantment. * Target player gains 5 life. * Create a 4/4 green Rhino Warrior creature token. * Put a shield counter on a creature you control. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyvar, the Pummeler ①⑥⑥ Legendary Creature -- Elf Warrior Tap another untapped creature you control: Tyvar gains indestructible until end of turn. Tap it. {3}{G}{G}: Creatures you control get +X/+X until end of turn, where X is the greatest power among creatures you control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyvar, the Pummeler ①⑥⑥ Legendary Creature -- Elf Warrior Tap another untapped creature you control: Tyvar gains indestructible until end of turn. Tap it. {3}{G}{G}: Creatures you control get +X/+X until end of turn, where X is the greatest power among creatures you control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Up the Beanstalk 16 Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Up the Beanstalk 16 Enchantment When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vorinclex 366 Legendary Creature -- Phyrexian Praetor Reach, trample When Vorinclex enters, search your library for up to two Forest cards, reveal them, put them into your hand, then shuffle. {6}{G}{G}: Exile Vorinclex, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery. 6/6 ----- BACK FACE ----- The Grand Evolution Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Mill ten cards. Put up to two creature cards from among the milled cards onto the battlefield. II -- Distribute seven +1/+1 counters among any number of target creatures you control. III -- Until end of turn, creatures you control gain "{1}: This creature fights target creature you don't control." Exile this Saga, then return it to the battlefield (front face up). PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vorinclex 366 Legendary Creature -- Phyrexian Praetor Reach, trample When Vorinclex enters, search your library for up to two Forest cards, reveal them, put them into your hand, then shuffle. {6}{G}{G}: Exile Vorinclex, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery. 6/6 ----- BACK FACE ----- The Grand Evolution Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Mill ten cards. Put up to two creature cards from among the milled cards onto the battlefield. II -- Distribute seven +1/+1 counters among any number of target creatures you control. III -- Until end of turn, creatures you control gain "{1}: This creature fights target creature you don't control." Exile this Saga, then return it to the battlefield (front face up). PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Damping Sphere 2 Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Damping Sphere 2 Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elder Gargaroath 366 Creature -- Beast Reach, vigilance, trample Whenever this creature attacks or blocks, choose one -- * Create a 3/3 green Beast creature token. * You gain 3 life. * Draw a card. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Feed the Clan 16 Instant You gain 5 life. Ferocious -- You gain 10 life instead if you control a creature with power 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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As an additional cost to cast this spell, choose a creature you control or reveal a creature card from your hand.

Monstrous Emergence deals damage equal to the power of the creature you chose or the card you revealed to target creature.

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②

{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.

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②

{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.

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Creatures entering don't cause abilities to trigger.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

{T}: Exile up to two target cards from a single graveyard.

Unlicensed Hearse's power and
toughness are each equal to the
number of cards exiled with it.
Crew 2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



②

{T}: Exile up to two target cards from a single graveyard.

Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.

Crew 2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



① ②

Prevent all combat damage that would be dealt this turn.

Ferocious -- If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winds of Qal Sisma

①⑥

Instant

Prevent all combat damage that would be dealt this turn.

Ferocious -- If you control a creature with power 4 or greater, instead prevent all combat damage that would be dealt this turn by creatures your opponents control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Playtest cards - Arice - Pioneer (Pioneer Spark!! ONLINE 3rd -Remote-)

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 10/10 - 1 cards - 2.5 x 3.5 in each