

Abrupt Decay

B G

Instant

This spell can't be countered.
Destroy target nonland permanent
with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Aftermath Analyst

① ②

Creature -- Elf Detective

When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)

{3}{G}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped.

1/3

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Bloodchief's Thirst

(B)

Sorcery

Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)
Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker.

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Brokers Hideout

Land

When this land enters, sacrifice it. When you do, search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

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Brokers Hideout Land When this land enters, sacrifice it. When you do, search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brokers Hideout Land When this land enters, sacrifice it. When you do, search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brokers Hideout Land When this land enters, sacrifice it. When you do, search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cyclonic Rift Instant Return target nonland permanent you don't control to its owner's hand. Overload {6}{U} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

Fatal Push B Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push B Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push B Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push B Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fecund Greenshell 3GG Creature -- Elemental Turtle Reach As long as you control ten or more lands, creatures you control get +2/+2. Whenever this creature or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand. 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fecund Greenshell 3GG Creature -- Elemental Turtle Reach As long as you control ten or more lands, creatures you control get +2/+2. Whenever this creature or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand. 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fecund Greenshell 3GG Creature -- Elemental Turtle Reach As long as you control ten or more lands, creatures you control get +2/+2. Whenever this creature or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand. 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fecund Greenshell 3GG Creature -- Elemental Turtle Reach As long as you control ten or more lands, creatures you control get +2/+2. Whenever this creature or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand. 4/6 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	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
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	Glarb, Calamity's Augur BGU Legendary Creature -- Frog Wizard Noble Deathtouch You may look at the top card of your library any time. You may play lands and cast spells with mana value 4 or greater from the top of your library. {T}: Surveil 2. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glarb, Calamity's Augur BGU Legendary Creature -- Frog Wizard Noble Deathtouch You may look at the top card of your library any time. You may play lands and cast spells with mana value 4 or greater from the top of your library. {T}: Surveil 2. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lotus Cobra 1G Creature -- Snake Landfall -- Whenever a land you control enters, add one mana of any color. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Cobra (1)(G) Creature -- Snake Landfall -- Whenever a land you control enters, add one mana of any color. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lotus Cobra (1)(G) Creature -- Snake Landfall -- Whenever a land you control enters, add one mana of any color. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lumra, Bellow of the Woods (4)(G)(G) Legendary Creature -- Elemental Bear Reach, vigilance Lumra's power and toughness are each equal to the number of lands you control. When Lumra enters, mill four cards. Then return all land cards from your graveyard to the battlefield tapped. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lumra, Bellow of the Woods (4)(G)(G) Legendary Creature -- Elemental Bear Reach, vigilance Lumra's power and toughness are each equal to the number of lands you control. When Lumra enters, mill four cards. Then return all land cards from your graveyard to the battlefield tapped. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - Diab, Kenan - Pioneer (Pioneer LCQ - SCG CON Washington DC - Friday - 12:

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 6/12 - 8 cards - 2.5 x 3.5 in each

2 U U

Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order.

Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

Landfall - Whenever a land you control enters, add one mana of any color. Then if this is the second time this ability has resolved this turn, reveal cards from the top of your library until you reveal an Elf or Elemental card. Put that card into your hand and the rest on the bottom of your library in a random order.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

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3/3

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

When this land enters, sacrifice it. When you do, search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

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When this land enters, sacrifice it. When you do, search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

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Overgrown Tomb Land -- Swamp Forest {T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overgrown Tomb Land -- Swamp Forest {T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overgrown Tomb Land -- Swamp Forest {T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overgrown Tomb Land -- Swamp Forest {T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Port of Karfell Land This land enters tapped. {T}: Add {U}. {3}{U}{B}{B}, {T}, Sacrifice this land: Mill four cards, then return a creature card from your graveyard to the battlefield tapped. (To mill a card, put the top card of your library into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Port of Karfell Land This land enters tapped. {T}: Add {U}. {3}{U}{B}{B}, {T}, Sacrifice this land: Mill four cards, then return a creature card from your graveyard to the battlefield tapped. (To mill a card, put the top card of your library into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Port of Karfell Land This land enters tapped. {T}: Add {U}. {3}{U}{B}{B}, {T}, Sacrifice this land: Mill four cards, then return a creature card from your graveyard to the battlefield tapped. (To mill a card, put the top card of your library into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riveteers Overlook Land When this land enters, sacrifice it. When you do, search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Riveteers Overlook Land When this land enters, sacrifice it. When you do, search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Riveteers Overlook Land When this land enters, sacrifice it. When you do, search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Riveteers Overlook Land When this land enters, sacrifice it. When you do, search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spelunking Enchantment When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Caryatid16 Creature -- Plant Defender, hexproof {T}: Add one mana of any color. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Caryatid16 Creature -- Plant Defender, hexproof {T}: Add one mana of any color. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sylvan Caryatid16 Creature -- Plant Defender, hexproof {T}: Add one mana of any color. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Caryatid16 Creature -- Plant Defender, hexproof {T}: Add one mana of any color. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The World Tree Land This land enters tapped. {T}: Add {G}. As long as you control six or more lands, lands you control have "{T}: Add one mana of any color." {W}{W}{U}{U}{B}{B}{R}{R}{G}{G}, {T}, Sacrifice this land: Search your library for any number of God cards, put them onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

3 (W/U) (W/U)

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.)

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B G

This spell can't be countered.
Destroy target nonland permanent
with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U/B U/B

Spells and abilities your opponents control can't cause their controller to search their library.

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[-1]: Target player mills four
cards. Then exile each opponent's
graveyard.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Destroy all enchantments.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① G

Destroy all enchantments.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Destroy all enchantments.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)

Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

```
Choose one --
* Destroy target creature with no
counters on it.
* Remove up to three counters from
target creature.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

Heartless Act 1 B Instant Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heartless Act 1 B Instant Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Memory Deluge 2 U U Instant Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order. Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] 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. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev