Bedeck {B/R}{B/R}

Instant

Target creature gets +3/-3 until end of turn.

- - - RIGHT HALF - - -

Bedazzle {4}{B}{R}

Instant

Destroy target nonbasic land. Bedazzle deals 2 damage to target opponent or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target creature gets +3/-3 until end of turn.

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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.

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.

0/0

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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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 - - -

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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

Creative Outburst {3}{U}{U}{R}{R}

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.

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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 PLAY botbox.dev

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 PLAY botbox.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 PLAY botbox.dev

Gloomlake Verge

Land

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

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Keruga, the Macrosage {3}{G/U}{G/U}

Legendary Creature -- Dinosaur Hippo

Companion -- Your starting deck contains only cards with mana value 3 or greater and land cards. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)
When Keruga enters, draw a card for each other permanent you control with mana value 3 or greater.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - to-poi - Pioneer (?13???????????) sheet 3/11 - 8 cards - 2.5 x 3.5 in each

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Magma Opus {6}{U}{R}

Instant

Magma Opus deals 4 damage divided as you choose among any number of targets. Tap two target permanents. Create a 4/4 blue and red Elemental creature token. Draw two cards. {U/R}{U/R}, Discard this card: Create a Treasure token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overlord of the Boilerbilges {4}{R}{R}

Enchantment Creature -- Avatar Horror

Impending 4--{2}{R}{R} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)
Whenever this permanent enters or attacks, it deals 4 damage to any target.

5/5

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5/5

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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L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riverpyre Verge

Land

{T}: Add {R}.
{T}: Add {U}. Activate only if you control an Island or a Mountain.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

({T}: Add {R} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riverpyre Verge

Land

{T}: Add {R}.
{T}: Add {U}. Activate only if you control an Island or a Mountain.

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Playtest cards - to-poi - Pioneer (?13???????????) sheet 5/11 - 8 cards - 2.5 x 3.5 in each

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({T}: Add {R} or {W}.)
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Land -- Mountain Plains

({T}: Add {R} or {W}.)
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As this land enters, you may pay 2 life. If you don't, it enters tapped.

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

The Gold Saucer

Land -- Town

{T}: Add {C}.
{2}, {T}: Flip a coin. If you win the flip, create a Treasure token.
{3}, {T}, Sacrifice two artifacts: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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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.
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When this creature enters, discover 5.
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When this creature enters, discover 5.
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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 PLAY botbox.dev

Undercity Sewers

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({T}: Add {U} or {B}.)
This land enters tapped.
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This land enters tapped.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Visionary's Dance 5UR

Sorcery

Create two 3/3 blue and red Elemental creature tokens with flying.
{2}, 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Watery Grave

Land -- Island Swamp

({T}: Add {U} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Watery Grave

Land -- Island Swamp

({T}: Add {U} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consecrate 1W/B

Instant

Exile target card from a graveyard.
Draw a card.

[sideboard]

- - - RIGHT HALF - - -

Consume 2WB

Sorcery

Target player sacrifices a creature with the greatest power among creatures they control. You gain life equal to its power.

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Consecrate {1}{W/B}

Instant

Exile target card from a graveyard. Draw a card.

[sideboard]

- - - RIGHT HALF - - -

Consume {2}{W}{B}

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

Horned Loch-Whale {4}{U}{U}

Creature -- Whale

Flash
Ward {2}
This creature enters tapped unless it's your turn.

[sideboard]

6/6

- - - ADVENTURE - - -

Lagoon Breach {1}{U}

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 PLAY botbox.dev

Horned Loch-Whale {4}{U}{U}

Creature -- Whale

Flash
Ward {2}
This creature enters tapped unless it's your turn.

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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 PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repudiate {G/U}{G/U}

Instant

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

[sideboard]

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[sideboard]

- - - RIGHT HALF - - -

Replicate {1}{G}{U}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thought Distortion {4}{B}{B}

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 PLAY botbox.dev

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.

Thought Distortion {4}{B}{B}

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 PLAY botbox.dev

Vanquish the Horde {6}{W}{W}

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.
Destroy all creatures.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - to-poi - Pioneer (?13???????????) sheet 11/11 - 5 cards - 2.5 x 3.5 in each

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