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| <div><div>Arboreal Grazer</div><div>6</div><div>Creature -- Sloth Beast</div><div>Reach</div><div>When this creature enters, you may put a land card from your hand onto the battlefield tapped.</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                           | <div><div>Arboreal Grazer</div><div>6</div><div>Creature -- Sloth Beast</div><div>Reach</div><div>When this creature enters, you may put a land card from your hand onto the battlefield tapped.</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                           | <div><div>Arboreal Grazer</div><div>6</div><div>Creature -- Sloth Beast</div><div>Reach</div><div>When this creature enters, you may put a land card from your hand onto the battlefield tapped.</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                           | <div><div>Arboreal Grazer</div><div>6</div><div>Creature -- Sloth Beast</div><div>Reach</div><div>When this creature enters, you may put a land card from your hand onto the battlefield tapped.</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                           |
| <div><div>Arid Archway</div><div></div><div>Land -- Desert</div><div>This land enters tapped.</div><div>When this land enters, return a land you control to its owner's hand. If another Desert was returned this way, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arid Archway</div><div></div><div>Land -- Desert</div><div>This land enters tapped.</div><div>When this land enters, return a land you control to its owner's hand. If another Desert was returned this way, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arid Archway</div><div></div><div>Land -- Desert</div><div>This land enters tapped.</div><div>When this land enters, return a land you control to its owner's hand. If another Desert was returned this way, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arid Archway</div><div></div><div>Land -- Desert</div><div>This land enters tapped.</div><div>When this land enters, return a land you control to its owner's hand. If another Desert was returned this way, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <b>Boseiju, Who Endures</b><br><hr/> <b>Legendary Land</b><br><hr/> <p>{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.</p> | <b>Botanical Sanctum</b><br><hr/> <b>Land</b><br><hr/> <p>This land enters tapped unless you control two or fewer other lands.<br/> {T}: Add {G} or {U}.</p>                   | <b>Botanical Sanctum</b><br><hr/> <b>Land</b><br><hr/> <p>This land enters tapped unless you control two or fewer other lands.<br/> {T}: Add {G} or {U}.</p>                   | <b>Breeding Pool</b><br><hr/> <b>Land -- Forest Island</b><br><hr/> <p>{T}: Add {G} or {U}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped.</p>                                                                                                                          |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                          | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                          | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                   |
| <b>Breeding Pool</b><br><hr/> <b>Land -- Forest Island</b><br><hr/> <p>{T}: Add {G} or {U}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped.</p>                                                                                                                                                                                                                                            | <b>Breeding Pool</b><br><hr/> <b>Land -- Forest Island</b><br><hr/> <p>{T}: Add {G} or {U}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> | <b>Breeding Pool</b><br><hr/> <b>Land -- Forest Island</b><br><hr/> <p>{T}: Add {G} or {U}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> | <b>Clifftop Lookout</b> ②⑥<br><hr/> <b>Creature -- Frog Scout</b><br><hr/> <p>Reach<br/> When this creature enters, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order.</p> |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                          | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                          | <div>1/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                 |

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| <b>Clifftop Lookout</b> (2)(6)<br>Creature -- Frog Scout<br>Reach<br>When this creature enters, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Clifftop Lookout</b> (2)(6)<br>Creature -- Frog Scout<br>Reach<br>When this creature enters, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Clifftop Lookout</b> (2)(6)<br>Creature -- Frog Scout<br>Reach<br>When this creature enters, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Conduit Pylons</b><br>Land -- Desert<br>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br>{T}: Add {C}.<br>{1}, {T}: Add one mana of any color.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                   |
| <b>Conduit Pylons</b><br>Land -- Desert<br>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br>{T}: Add {C}.<br>{1}, {T}: Add one mana of any color.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                              | <b>Conduit Pylons</b><br>Land -- Desert<br>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br>{T}: Add {C}.<br>{1}, {T}: Add one mana of any color.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                              | <b>Conduit Pylons</b><br>Land -- Desert<br>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br>{T}: Add {C}.<br>{1}, {T}: Add one mana of any color.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                              | <b>Dreamdew Entrancer</b> (2)(6)(U)<br>Creature -- Frog Wizard<br>Reach<br>When this creature enters, tap up to one target creature and put three stun counters on it. If you control that creature, draw two cards.<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - Willam - Pioneer (Calgary Round 7 Regional Championship)

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 4/12 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Dreamdew Entrancer</div><div><div>2</div><div>G</div><div>U</div></div></div><div><div>Creature -- Frog Wizard</div><div>Reach<br/>When this creature enters, tap up to one target creature and put three stun counters on it. If you control that creature, draw two cards.</div><div><div>3/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Dreamdew Entrancer</div><div><div>2</div><div>G</div><div>U</div></div></div><div><div>Creature -- Frog Wizard</div><div>Reach<br/>When this creature enters, tap up to one target creature and put three stun counters on it. If you control that creature, draw two cards.</div><div><div>3/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Dreamdew Entrancer</div><div><div>2</div><div>G</div><div>U</div></div></div><div><div>Creature -- Frog Wizard</div><div>Reach<br/>When this creature enters, tap up to one target creature and put three stun counters on it. If you control that creature, draw two cards.</div><div><div>3/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Dreamroot Cascade</div></div><div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {G} or {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                          |
| <div><div><div>Dreamroot Cascade</div></div><div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {G} or {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                    | <div><div><div>Fading Hope</div><div><div>U</div></div></div><div><div>Instant</div><div>Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           | <div><div><div>Fading Hope</div><div><div>U</div></div></div><div><div>Instant</div><div>Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           | <div><div><div>Fading Hope</div><div><div>U</div></div></div><div><div>Instant</div><div>Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Fecund Greenshell</b> (3)(G)(G)<br><hr/> Creature -- Elemental Turtle<br><hr/> Reach<br>As long as you control ten or more lands, creatures you control get +2/+2.<br>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.<br><div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Fecund Greenshell</b> (3)(G)(G)<br><hr/> Creature -- Elemental Turtle<br><hr/> Reach<br>As long as you control ten or more lands, creatures you control get +2/+2.<br>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.<br><div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Fecund Greenshell</b> (3)(G)(G)<br><hr/> Creature -- Elemental Turtle<br><hr/> Reach<br>As long as you control ten or more lands, creatures you control get +2/+2.<br>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.<br><div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Fecund Greenshell</b> (3)(G)(G)<br><hr/> Creature -- Elemental Turtle<br><hr/> Reach<br>As long as you control ten or more lands, creatures you control get +2/+2.<br>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.<br><div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Forest</b><br><hr/> Basic Land -- Forest<br><hr/> ({T}: Add {G}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                  | <b>Forest</b><br><hr/> Basic Land -- Forest<br><hr/> ({T}: Add {G}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                  | <b>Forest</b><br><hr/> Basic Land -- Forest<br><hr/> ({T}: Add {G}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                  | <b>Genesis Wave</b> (X)(G)(G)(G)<br><hr/> Sorcery<br>Reveal the top X cards of your library. You may put any number of permanent cards with mana value X or less from among them onto the battlefield. Then put all cards revealed this way that weren't put onto the battlefield into your graveyard.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                |

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| <div><div>Genesis Wave</div><div><div>XGGG</div></div></div> <div>Sorcery</div> <div>Reveal the top X cards of your library. You may put any number of permanent cards with mana value X or less from among them onto the battlefield. Then put all cards revealed this way that weren't put onto the battlefield into your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                              | <div><div>Genesis Wave</div><div><div>XGGG</div></div></div> <div>Sorcery</div> <div>Reveal the top X cards of your library. You may put any number of permanent cards with mana value X or less from among them onto the battlefield. Then put all cards revealed this way that weren't put onto the battlefield into your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                              | <div><div>Genesis Wave</div><div><div>XGGG</div></div></div> <div>Sorcery</div> <div>Reveal the top X cards of your library. You may put any number of permanent cards with mana value X or less from among them onto the battlefield. Then put all cards revealed this way that weren't put onto the battlefield into your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                              | <div><div>Glasspool Mimic</div><div><div>2U</div></div></div> <div>Creature -- Shapeshifter Rogue</div> <div>You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types.</div> <div>0/0</div> <div>BACK FACE</div> <div><div>Glasspool Shore</div></div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Glasspool Mimic</div><div><div>2U</div></div></div> <div>Creature -- Shapeshifter Rogue</div> <div>You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types.</div> <div>0/0</div> <div>BACK FACE</div> <div><div>Glasspool Shore</div></div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Glasspool Mimic</div><div><div>2U</div></div></div> <div>Creature -- Shapeshifter Rogue</div> <div>You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types.</div> <div>0/0</div> <div>BACK FACE</div> <div><div>Glasspool Shore</div></div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Glasspool Mimic</div><div><div>2U</div></div></div> <div>Creature -- Shapeshifter Rogue</div> <div>You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types.</div> <div>0/0</div> <div>BACK FACE</div> <div><div>Glasspool Shore</div></div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Insidious Fungus</div><div><div>G</div></div></div> <div>Creature -- Fungus</div> <div>{2}, Sacrifice this creature: Choose one --<br/>* Destroy target artifact.<br/>* Destroy target enchantment.<br/>* Draw a card. Then you may put a land card from your hand onto the battlefield tapped.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                            |

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| <div> <div>Insidious Fungus</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Fungus</div> <div> {2}, Sacrifice this creature: Choose one -- <ul style="list-style-type: none"> <li>* Destroy target artifact.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Then you may put a land card from your hand onto the battlefield tapped.</li> </ul> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Insidious Fungus</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Fungus</div> <div> {2}, Sacrifice this creature: Choose one -- <ul style="list-style-type: none"> <li>* Destroy target artifact.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Then you may put a land card from your hand onto the battlefield tapped.</li> </ul> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Insidious Fungus</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Fungus</div> <div> {2}, Sacrifice this creature: Choose one -- <ul style="list-style-type: none"> <li>* Destroy target artifact.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Then you may put a land card from your hand onto the battlefield tapped.</li> </ul> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Ipnu Rivulet</div> </div> <div> <div>Land -- Desert</div> <div> {T}: Add {C}.<br/> {T}, Pay 1 life: Add {U}.<br/> {1}{U}, {T}, Sacrifice a Desert: Target player mills four cards.<br/> (They put the top four cards of their library into their graveyard.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>        |
| <div> <div>Ipnu Rivulet</div> </div> <div> <div>Land -- Desert</div> <div> {T}: Add {C}.<br/> {T}, Pay 1 life: Add {U}.<br/> {1}{U}, {T}, Sacrifice a Desert: Target player mills four cards.<br/> (They put the top four cards of their library into their graveyard.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                   | <div> <div>Island</div> </div> <div> <div>Basic Land -- Island</div> <div> ({T}: Add {U}.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                | <div> <div>Lair of the Hydra</div> </div> <div> <div>Land</div> <div> If you control two or more other lands, this land enters tapped.<br/> {T}: Add {G}.<br/> {X}{G}: Until end of turn, this land becomes an X/X green Hydra creature.<br/> It's still a land. X can't be 0. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                            | <div> <div>Lair of the Hydra</div> </div> <div> <div>Land</div> <div> If you control two or more other lands, this land enters tapped.<br/> {T}: Add {G}.<br/> {X}{G}: Until end of turn, this land becomes an X/X green Hydra creature.<br/> It's still a land. X can't be 0. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <p><b>Lush Oasis</b></p> <p>Land -- Desert</p> <p>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {G} or {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                    | <p><b>Lush Oasis</b></p> <p>Land -- Desert</p> <p>This land enters tapped.<br/>When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {G} or {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                    | <p><b>Otawara, Soaring City</b></p> <p>Legendary Land</p> <p>{T}: Add {U}.<br/>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand.<br/>This ability costs {1} less to activate for each legendary creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Outcaster Greenblade</b> ②⑥</p> <p>Creature -- Human Mercenary</p> <p>When this creature enters, search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle.<br/>This creature gets +1/+1 for each Desert you control.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Outcaster Greenblade</b> ②⑥</p> <p>Creature -- Human Mercenary</p> <p>When this creature enters, search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle.<br/>This creature gets +1/+1 for each Desert you control.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Outcaster Greenblade</b> ②⑥</p> <p>Creature -- Human Mercenary</p> <p>When this creature enters, search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle.<br/>This creature gets +1/+1 for each Desert you control.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Outcaster Greenblade</b> ②⑥</p> <p>Creature -- Human Mercenary</p> <p>When this creature enters, search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle.<br/>This creature gets +1/+1 for each Desert you control.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>       | <p><b>Pawpatch Formation</b> ①⑥</p> <p>Instant</p> <p>Choose one --<br/>* Destroy target creature with flying.<br/>* Destroy target enchantment.<br/>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                     |

① ②

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* Destroy target creature with flying.
* Destroy target enchantment.
* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
```

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① ⑥

```
* Destroy target creature with
flying.
* Destroy target enchantment.
* Draw a card. Create a Food token.
(It's an artifact with "{2}, {T},
Sacrifice this token: You gain 3
life.")
```

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② R/G R/G

Creatures you control have haste.  
 [-1]: Target creature gets +2/+1 and  
 gains haste until end of turn. Scry  
 1.

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2 G

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.

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2 G

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.

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4 G G

Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)

{1}{G}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life.

7/7

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4 G G

Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)

{1}{G}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life.

7/7

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4 G G

Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)

{1}{6}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life.

7/7

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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 10/12 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Yorion, Sky Nomad</div><div><div>3</div><div><div>W</div><div>U</div><div>U</div></div></div></div><div><div>Legendary Creature -- Bird Serpent</div><div>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.)<br/>Flying<br/>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.</div><div><div>4/5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Aether Gust</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Aether Gust</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                     | <div><div><div>Aether Gust</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                     |
| <div><div><div>Back to Nature</div><div><div>1</div><div>6</div></div></div><div><div>Instant</div><div>Destroy all enchantments.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                | <div><div><div>Back to Nature</div><div><div>1</div><div>6</div></div></div><div><div>Instant</div><div>Destroy all enchantments.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                   | <div><div><div>Bouncer's Beatdown</div><div><div>2</div><div>6</div></div></div><div><div>Instant</div><div>This spell costs {2} less to cast if it targets a black permanent. Bouncer's Beatdown deals X damage to target creature or planeswalker, where X is the greatest power among creatures you control. If that creature or planeswalker would die this turn, exile it instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Bouncer's Beatdown</div><div><div>2</div><div>6</div></div></div><div><div>Instant</div><div>This spell costs {2} less to cast if it targets a black permanent. Bouncer's Beatdown deals X damage to target creature or planeswalker, where X is the greatest power among creatures you control. If that creature or planeswalker would die this turn, exile it instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <b>Ghost Vacuum</b> ①<br>Artifact<br>{T}: Exile target card from a graveyard.<br>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Ghost Vacuum</b> ①<br>Artifact<br>{T}: Exile target card from a graveyard.<br>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev  | <b>Mystical Dispute</b> ② ④<br>Instant<br>This spell costs {2} less to cast if it targets a blue spell.<br>Counter target spell unless its controller pays {3}.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                     | <b>Mystical Dispute</b> ② ④<br>Instant<br>This spell costs {2} less to cast if it targets a blue spell.<br>Counter target spell unless its controller pays {3}.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                           |
| <b>Mystical Dispute</b> ② ④<br>Instant<br>This spell costs {2} less to cast if it targets a blue spell.<br>Counter target spell unless its controller pays {3}.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                    | <b>The Stone Brain</b> ②<br>Legendary Artifact<br>{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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>The Stone Brain</b> ②<br>Legendary Artifact<br>{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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Yorion, Sky Nomad</b> ③ ④ ④<br>Legendary Creature -- Bird Serpent<br>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.)<br>Flying<br>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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |