

Bonecrusher Giant

(2)(R)

Creature -- Giant

Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.

4/3

-- ADVENTURE --

Stomp

(1)(R)

Instant -- Adventure

Damage can't be prevented this turn.  
Stomp deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Damage can't be prevented this turn.  
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Collected Company

(3)(G)

Instant

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

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Collected Company

(3)(G)

Instant

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

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Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Domri, Anarch of Bolas

(1)(R)(G)

Legendary Planeswalker -- Domri

Creatures you control get +1/+0.  
[+1]: Add {R} or {G}. Creature spells you cast this turn can't be countered.  
[-2]: Target creature you control fights target creature you don't control.

L 3

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| <p><b>Domri, Anarch of Bolas</b> ①③⑥</p> <p>Legendary Planeswalker -- Domri</p> <p>Creatures you control get +1/+0.<br/>[+1]: Add {R} or {G}. Creature spells you cast this turn can't be countered.<br/>[-2]: Target creature you control fights target creature you don't control.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Domri, Anarch of Bolas</b> ①③⑥</p> <p>Legendary Planeswalker -- Domri</p> <p>Creatures you control get +1/+0.<br/>[+1]: Add {R} or {G}. Creature spells you cast this turn can't be countered.<br/>[-2]: Target creature you control fights target creature you don't control.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Elvish Mystic</b> ⑥</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G}.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                           | <p><b>Elvish Mystic</b> ⑥</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G}.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                           |
| <p><b>Elvish Mystic</b> ⑥</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G}.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                          | <p><b>Elvish Mystic</b> ⑥</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G}.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                          | <p><b>Embercleave</b> ④③③</p> <p>Legendary Artifact -- Equipment</p> <p>Flash<br/>This spell costs {1} less to cast for each attacking creature you control.<br/>When Embercleave enters, attach it to target creature you control.<br/>Equipped creature gets +1/+1 and has double strike and trample.<br/>Equip {3}</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Embercleave</b> ④③③</p> <p>Legendary Artifact -- Equipment</p> <p>Flash<br/>This spell costs {1} less to cast for each attacking creature you control.<br/>When Embercleave enters, attach it to target creature you control.<br/>Equipped creature gets +1/+1 and has double strike and trample.<br/>Equip {3}</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - JMM - Pioneer (Pioneer PTQ Finals)

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 2/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Embercleave</div><div><div>4</div><div>R</div><div>R</div></div></div> <div>Legendary Artifact -- Equipment</div> <div>Flash<br/>This spell costs {1} less to cast for each attacking creature you control.<br/>When Embercleave enters, attach it to target creature you control.<br/>Equipped creature gets +1/+1 and has double strike and trample.<br/>Equip {3}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Embercleave</div><div><div>4</div><div>R</div><div>R</div></div></div> <div>Legendary Artifact -- Equipment</div> <div>Flash<br/>This spell costs {1} less to cast for each attacking creature you control.<br/>When Embercleave enters, attach it to target creature you control.<br/>Equipped creature gets +1/+1 and has double strike and trample.<br/>Equip {3}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                | <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                | <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                     | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                     | <div>Game Trail</div> <div>Land</div> <div>As this land enters, you may reveal a Mountain or Forest card from your hand. If you don't, this land enters tapped.<br/>{T}: Add {R} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                        | <div>Game Trail</div> <div>Land</div> <div>As this land enters, you may reveal a Mountain or Forest card from your hand. If you don't, this land enters tapped.<br/>{T}: Add {R} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                        |
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| <b>Goblin Rabblemaster</b> (2)(R)<br>Creature -- Goblin Warrior<br>Other Goblin creatures you control attack each combat if able.<br>At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste.<br>Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev         | <b>Goblin Rabblemaster</b> (2)(R)<br>Creature -- Goblin Warrior<br>Other Goblin creatures you control attack each combat if able.<br>At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste.<br>Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev     | <b>Heart of Kiran</b> (2)<br>Legendary Artifact -- Vehicle<br>Flying, vigilance<br>Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)<br>You may remove a loyalty counter from a planeswalker you control rather than pay Heart of Kiran's crew cost.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Heart of Kiran</b> (2)<br>Legendary Artifact -- Vehicle<br>Flying, vigilance<br>Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)<br>You may remove a loyalty counter from a planeswalker you control rather than pay Heart of Kiran's crew cost.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Heart of Kiran</b> (2)<br>Legendary Artifact -- Vehicle<br>Flying, vigilance<br>Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)<br>You may remove a loyalty counter from a planeswalker you control rather than pay Heart of Kiran's crew cost.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Legion Warboss</b> (2)(R)<br>Creature -- Goblin Soldier<br>Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)<br>At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token gains haste until end of turn and attacks this combat if able.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Legion Warboss</b> (2)(R)<br>Creature -- Goblin Soldier<br>Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)<br>At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token gains haste until end of turn and attacks this combat if able.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev     | <b>Legion Warboss</b> (2)(R)<br>Creature -- Goblin Soldier<br>Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)<br>At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token gains haste until end of turn and attacks this combat if able.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev     |

Llegion Warboss

(2)(R)

Creature -- Goblin Soldier

Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)  
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2/2

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Llanowar Elves

(6)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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(6)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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(6)

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{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Llanowar Elves

(6)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lovestruck Beast

(2)(6)

Creature -- Beast Noble

This creature can't attack unless you control a 1/1 creature.

5/5

-- ADVENTURE --

Heart's Desire

(6)

Sorcery -- Adventure

Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.)

1/1

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| <div><div><div>Lovestruck Beast</div><div>26</div></div><div>Creature -- Beast Noble</div><div>This creature can't attack unless you control a 1/1 creature.</div><div>5/5</div><div>----- ADVENTURE -----</div><div><div>Heart's Desire</div><div>6</div></div><div>Sorcery -- Adventure</div><div>Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           |
| <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                         | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Scavenging Ooze</div><div>16</div></div><div>Creature -- Ooze</div><div>{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      |
| <div><div>Cindervines</div><div>Enchantment</div><div>Whenever an opponent casts a noncreature spell, this enchantment deals 1 damage to that player. {1}, Sacrifice this enchantment: Destroy target artifact or enchantment. This enchantment deals 2 damage to that permanent's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cindervines</div><div>Enchantment</div><div>Whenever an opponent casts a noncreature spell, this enchantment deals 1 damage to that player. {1}, Sacrifice this enchantment: Destroy target artifact or enchantment. This enchantment deals 2 damage to that permanent's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Electrickery</div><div>Instant</div><div>Electrickery deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Electrickery</div><div>Instant</div><div>Electrickery deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

① R

This spell can't be countered. Fry deals 5 damage to target creature or planeswalker that's white or blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Permanents you control gain hexproof and indestructible until end of turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Permanents you control gain hexproof and indestructible until end of turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Vigilance, deathtouch, haste  
 Questing Beast can't be blocked by  
 creatures with power 2 or less.  
 Combat damage that would be dealt by  
 creatures you control can't be  
 prevented.  
 Whenever Questing Beast deals combat  
 damage to an opponent, it deals that  
 much damage to target planeswalker  
 that player controls.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Vigilance, deathtouch, haste  
 Questing Beast can't be blocked by  
 creatures with power 2 or less.  
 Combat damage that would be dealt by  
 creatures you control can't be  
 prevented.  
 Whenever Questing Beast deals combat  
 damage to an opponent, it deals that  
 much damage to target planeswalker  
 that player controls.

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑥

When this creature enters, you may destroy target artifact or enchantment.

[sideboard]

2/1

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.

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div> <b>Reclamation Sage</b> <div> <div>2</div> <div>6</div> </div> </div> <div>           Creature -- Elf Shaman         </div> <div>           When this creature enters, you may destroy target artifact or enchantment.         </div> <div>           [sideboard]         </div> <div> <div>2/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Scavenging Ooze</b> <div> <div>1</div> <div>6</div> </div> </div> <div>           Creature -- Ooze         </div> <div>           {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.         </div> <div>           [sideboard]         </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Scavenging Ooze</b> <div> <div>1</div> <div>6</div> </div> </div> <div>           Creature -- Ooze         </div> <div>           {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.         </div> <div>           [sideboard]         </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |  |
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