

Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Consider U Instant Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consider U Instant Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Contingency Plan 1 U Sorcery Surveil 5. (Look at the top five cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Contingency Plan 1 U Sorcery Surveil 5. (Look at the top five cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - pwnz0r - Pioneer (Pioneer League)

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 3/10 - 8 cards - 2.5 x 3.5 in each

Hooting Mandrills ⑤⑥ Creature -- Ape Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Trample 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hooting Mandrills ⑤⑥ Creature -- Ape Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Trample 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invoke Calamity ①ⓇⓇⓇⓇ Instant You may cast up to two instant and/or sorcery spells with total mana value 6 or less from your graveyard and/or hand without paying their mana costs. If those spells would be put into your graveyard, exile them instead. Exile Invoke Calamity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invoke Calamity ①ⓇⓇⓇⓇ Instant You may cast up to two instant and/or sorcery spells with total mana value 6 or less from your graveyard and/or hand without paying their mana costs. If those spells would be put into your graveyard, exile them instead. Exile Invoke Calamity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Karn's Temporal Sundering (4)(U)(U) Legendary Sorcery (You may cast a legendary sorcery only if you control a legendary creature or planeswalker.) Target player takes an extra turn after this one. Return up to one target nonland permanent to its owner's hand. Exile Karn's Temporal Sundering. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	March of Swirling Mist (X)(U) Instant As an additional cost to cast this spell, you may exile any number of blue cards from your hand. This spell costs {2} less to cast for each card exiled this way. Up to X target creatures phase out. (While they're phased out, they're treated as though they don't exist. Each one phases in before its controller untaps during their next untap step.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Neoform (G)(U) Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Neoform (G)(U) Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Part the Waterveil Sorcery Take an extra turn after this one. Exile Part the Waterveil. Awaken 6--{6}{U}{U}{U} (If you cast this spell for {6}{U}{U}{U}, also put six +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Part the Waterveil Sorcery Take an extra turn after this one. Exile Part the Waterveil. Awaken 6--{6}{U}{U}{U} (If you cast this spell for {6}{U}{U}{U}, also put six +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Part the Waterveil Sorcery Take an extra turn after this one. Exile Part the Waterveil. Awaken 6--{6}{U}{U}{U} (If you cast this spell for {6}{U}{U}{U}, also put six +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Part the Waterveil Sorcery Take an extra turn after this one. Exile Part the Waterveil. Awaken 6--{6}{U}{U}{U} (If you cast this spell for {6}{U}{U}{U}, also put six +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ②

Surveil 5. (Look at the top five cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 B

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
{2}{G/U}{G/U}: Mill two cards, then return a nonland card of an opponent's choice from your graveyard to your hand.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{2}{G/U}{G/U}: Mill two cards, then return a nonland card of an opponent's choice from your graveyard to your hand.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Velomachus Lorehold 5RWB Legendary Creature -- Elder Dragon Flying, vigilance, haste Whenever Velomachus Lorehold attacks, look at the top seven cards of your library. You may cast an instant or sorcery spell with mana value less than or equal to Velomachus Lorehold's power from among them without paying its mana cost. Put the rest on the bottom of your library in a random order. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Velomachus Lorehold 5RWB Legendary Creature -- Elder Dragon Flying, vigilance, haste Whenever Velomachus Lorehold attacks, look at the top seven cards of your library. You may cast an instant or sorcery spell with mana value less than or equal to Velomachus Lorehold's power from among them without paying its mana cost. Put the rest on the bottom of your library in a random order. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Abrupt Decay BG Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abrupt Decay BG Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brazen Borrower 1UU Creature -- Faerie Rogue Flash Flying This creature can block only creatures with flying. [sideboard] 3/1 ----- ADVENTURE ----- Petty Theft 1U Instant -- Adventure Return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brazen Borrower 1UU Creature -- Faerie Rogue Flash Flying This creature can block only creatures with flying. [sideboard] 3/1 ----- ADVENTURE ----- Petty Theft 1U Instant -- Adventure Return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

2/1

- - - BACK FACE - - -

Creature -- Spirit Wizard

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

{U}, Sacrifice this creature: Counter target noncreature spell unless its controller pays {3}.
Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.)

2/1

- - - BACK FACE - - -

Creature -- Spirit Wizard

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

- - - BACK FACE - - -

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2/1

- - - BACK FACE - -

Creature -- Spirit Wizard

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X U

As an additional cost to cast this spell, you may exile any number of blue cards from your hand. This spell costs {2} less to cast for each card exiled this way. Up to X target creatures phase out. (While they're phased out, they're treated as though they don't exist. Each one phases in before its controller untaps during their next untap step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

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.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Vigilance, deathtouch, haste
Questing Beast can't be blocked by
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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.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target creature gets -4/-1 until end of turn. If that creature is white, it gets -4/-4 until end of turn instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell
unless its controller pays {2}.

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Counter target noncreature spell
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