

**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

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① ⑥

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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**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.

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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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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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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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| <div><div>Brokers Hideout</div><div>Land</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Brokers Hideout</div><div>Land</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fabled Passage</div><div>Land</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div>Fabled Passage</div><div>Land</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     |
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Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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3 G G

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

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4/6

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$$(\{T\}: \text{Add } \{G\}.)$$

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| <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                 | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                 | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                 | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                 |
| <div><div>Glarb, Calamity's Augur</div><div>Legendary Creature -- Frog Wizard Noble</div><div>Deathtouch<br/>You may look at the top card of your library any time.<br/>You may play lands and cast spells with mana value 4 or greater from the top of your library.<br/>{T}: Surveil 2.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Glarb, Calamity's Augur</div><div>Legendary Creature -- Frog Wizard Noble</div><div>Deathtouch<br/>You may look at the top card of your library any time.<br/>You may play lands and cast spells with mana value 4 or greater from the top of your library.<br/>{T}: Surveil 2.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Glarb, Calamity's Augur</div><div>Legendary Creature -- Frog Wizard Noble</div><div>Deathtouch<br/>You may look at the top card of your library any time.<br/>You may play lands and cast spells with mana value 4 or greater from the top of your library.<br/>{T}: Surveil 2.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Glarb, Calamity's Augur</div><div>Legendary Creature -- Frog Wizard Noble</div><div>Deathtouch<br/>You may look at the top card of your library any time.<br/>You may play lands and cast spells with mana value 4 or greater from the top of your library.<br/>{T}: Surveil 2.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

1 B

Choose one --

- \* Destroy target creature with no counters on it.
- \* Remove up to three counters from target creature.

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Land - - Desert

```
{T}: Add {C}.
{T}, Pay 1 life: Add {U}.
{1}{U}, {T}, Sacrifice a Desert:
Target player mills four cards.
(They put the top four cards of
their library into their graveyard.)
```

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Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Island

$$(\{T\} : \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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

① ②

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

① ② G

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lumra, Bellow of the Woods (4)(G)(G)

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.

\* / \*

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| <p><b>Lumra, Bellow of the Woods</b> ④⑥⑥</p> <p>Legendary Creature -- Elemental Bear</p> <p>Reach, vigilance<br/>Lumra's power and toughness are each equal to the number of lands you control.<br/>When Lumra enters, mill four cards. Then return all land cards from your graveyard to the battlefield tapped.</p> <p>*/*</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                   | <p><b>Lumra, Bellow of the Woods</b> ④⑥⑥</p> <p>Legendary Creature -- Elemental Bear</p> <p>Reach, vigilance<br/>Lumra's power and toughness are each equal to the number of lands you control.<br/>When Lumra enters, mill four cards. Then return all land cards from your graveyard to the battlefield tapped.</p> <p>*/*</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                   | <p><b>Lumra, Bellow of the Woods</b> ④⑥⑥</p> <p>Legendary Creature -- Elemental Bear</p> <p>Reach, vigilance<br/>Lumra's power and toughness are each equal to the number of lands you control.<br/>When Lumra enters, mill four cards. Then return all land cards from your graveyard to the battlefield tapped.</p> <p>*/*</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                   | <p><b>Nissa, Resurgent Animist</b> ②⑥</p> <p>Legendary Creature -- Elf Scout</p> <p>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.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Nissa, Resurgent Animist</b> ②⑥</p> <p>Legendary Creature -- Elf Scout</p> <p>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.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Nissa, Resurgent Animist</b> ②⑥</p> <p>Legendary Creature -- Elf Scout</p> <p>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.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Nissa, Resurgent Animist</b> ②⑥</p> <p>Legendary Creature -- Elf Scout</p> <p>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.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Obscura Storefront</b></p> <p>Land</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                         |

Playtest cards - Diab, Kenan - Pioneer (\$10K RCQ - Pioneer - SCG CON Washington DC - Sunda

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

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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.

## Obscura Storefront

## 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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## Obscura Storefront

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

### Overgrown Tomb

## Land -- Swamp Forest

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## Pillage the Bog

**B G**

## Sorcery

Look at the top  $X$  cards of your library, where  $X$  is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order.

Plot  $\{1\}\{B\}\{G\}$  (You may pay  $\{1\}\{B\}\{G\}$  and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

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## 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.)

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This land enters tapped.  
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## 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.

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## 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.

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| <div><div><div>Riveteers Overlook</div><div>Land</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                        | <div><div><div>Spelunking</div><div>Enchantment</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Spelunking</div><div>Enchantment</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Spelunking</div><div>Enchantment</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
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## Swamp

Basic Land -- Swamp

$$(\{T\} : \text{Add } \{B\}.)$$

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**Sylvan Caryatid**

① ⑥

Creature -- Plant

```
Defender, hexproof
{T}: Add one mana of any color.
```

0/3

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**Sylvan Caryatid**

① ②

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## Sylvan Caryatid

① ⑥

Creature -- Plant

Defender, hexproof  
{T}: Add one mana of any color.

0/3

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## 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.

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## 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.

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## Urborg, Tomb of Yawgmoth

Legendary Land

Each land is a Swamp in addition to its other land types.

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| <b>Yorion, Sky Nomad</b> (3)(W/U)(W/U)<br><b>Legendary Creature -- Bird Serpent</b><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><div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Abrupt Decay</b> (B)(G)<br><b>Instant</b><br>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Ashiok, Dream Render</b> (1)(U/B)(U/B)<br><b>Legendary Planeswalker -- Ashiok</b><br>Spells and abilities your opponents control can't cause their controller to search their library.<br>[-1]: Target player mills four cards. Then exile each opponent's graveyard.<br>[sideboard]<br><div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Ashiok, Dream Render</b> (1)(U/B)(U/B)<br><b>Legendary Planeswalker -- Ashiok</b><br>Spells and abilities your opponents control can't cause their controller to search their library.<br>[-1]: Target player mills four cards. Then exile each opponent's graveyard.<br>[sideboard]<br><div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Back to Nature</b> (1)(G)<br><b>Instant</b><br>Destroy all enchantments.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                               | <b>Back to Nature</b> (1)(G)<br><b>Instant</b><br>Destroy all enchantments.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                | <b>Bloodchief's Thirst</b> (B)<br><b>Sorcery</b><br>Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)<br>Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>           | <b>Bloodchief's Thirst</b> (B)<br><b>Sorcery</b><br>Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)<br>Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>           |

Playtest cards - Diab, Kenan - Pioneer (\$10K RCQ - Pioneer - SCG CON Washington DC - Sunda

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

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.

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| <div><div>Heartless Act</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with no counters on it.<br/>* Remove up to three counters from target creature.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Heartless Act</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with no counters on it.<br/>* Remove up to three counters from target creature.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Heartless Act</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with no counters on it.<br/>* Remove up to three counters from target creature.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Thoughtseize</div><div><div>B</div></div></div> <div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                    |
| <div><div>Thoughtseize</div><div><div>B</div></div></div> <div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                    | <div><div>Thoughtseize</div><div><div>B</div></div></div> <div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                    | <div><div>Thoughtseize</div><div><div>B</div></div></div> <div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                    | <div><div>Yorion, Sky Nomad</div><div><div>3</div><div>W/U</div><div>W/U</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>[sideboard]</div><div><div>4/5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |