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| <div><div>Arboreal Grazer</div><div>⑥</div></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>Arboreal Grazer</div><div>⑥</div></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>Arboreal Grazer</div><div>⑥</div></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>Arboreal Grazer</div><div>⑥</div></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>Bala Ged Recovery</div><div>②⑥</div></div> <div>Sorcery</div> <div>Return target card from your graveyard to your hand.</div> <div>-----BACK FACE-----</div> <div><div>Bala Ged Sanctuary</div><div>Land</div></div> <div>This land enters tapped.<br/>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Bala Ged Recovery</div><div>②⑥</div></div> <div>Sorcery</div> <div>Return target card from your graveyard to your hand.</div> <div>-----BACK FACE-----</div> <div><div>Bala Ged Sanctuary</div><div>Land</div></div> <div>This land enters tapped.<br/>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Bala Ged Recovery</div><div>②⑥</div></div> <div>Sorcery</div> <div>Return target card from your graveyard to your hand.</div> <div>-----BACK FACE-----</div> <div><div>Bala Ged Sanctuary</div><div>Land</div></div> <div>This land enters tapped.<br/>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Behold the Beyond</div><div>⑤③③</div></div> <div>Sorcery</div> <div>Discard your hand. Search your library for three cards, put them into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                             |

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| <div><div><b>Blast Zone</b></div><div>Land</div><div><p>This land enters with a charge counter on it.</p><p>{T}: Add {C}.</p><p>{X}{X}, {T}: Put X charge counters on this land.</p><p>{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Boseiju, Who Endures</b></div><div>Legendary Land</div><div><p>{T}: Add {G}.</p><p>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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Boseiju, Who Endures</b></div><div>Legendary Land</div><div><p>{T}: Add {G}.</p><p>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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Botanical Sanctum</b></div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {G} or {U}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                     |
| <div><div><b>Botanical Sanctum</b></div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {G} or {U}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                            | <div><div><b>Botanical Sanctum</b></div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {G} or {U}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                              | <div><div><b>Botanical Sanctum</b></div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands.</p><p>{T}: Add {G} or {U}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                              | <div><div><b>Breeding Pool</b></div><div>Land -- Forest Island</div><div><p>( {T}: Add {G} or {U}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Dark Petition</div><div><div>3</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>Search your library for a card, put that card into your hand, then shuffle.<br/>Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                             | <div><div>Dark Petition</div><div><div>3</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>Search your library for a card, put that card into your hand, then shuffle.<br/>Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                             | <div><div>Emergent Ultimatum</div><div><div>B</div><div>B</div><div>G</div><div>G</div><div>G</div><div>U</div><div>U</div></div></div> <div>Sorcery</div> <div>Search your library for up to three monocolored cards with different names and exile them. An opponent chooses one of those cards. Shuffle that card into your library. You may cast the other cards without paying their mana costs. Exile Emergent Ultimatum.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                         | <div><div>Emergent Ultimatum</div><div><div>B</div><div>B</div><div>G</div><div>G</div><div>G</div><div>U</div><div>U</div></div></div> <div>Sorcery</div> <div>Search your library for up to three monocolored cards with different names and exile them. An opponent chooses one of those cards. Shuffle that card into your library. You may cast the other cards without paying their mana costs. Exile Emergent Ultimatum.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Emergent Ultimatum</div><div><div>B</div><div>B</div><div>G</div><div>G</div><div>G</div><div>U</div><div>U</div></div></div> <div>Sorcery</div> <div>Search your library for up to three monocolored cards with different names and exile them. An opponent chooses one of those cards. Shuffle that card into your library. You may cast the other cards without paying their mana costs. Exile Emergent Ultimatum.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Emergent Ultimatum</div><div><div>B</div><div>B</div><div>G</div><div>G</div><div>G</div><div>U</div><div>U</div></div></div> <div>Sorcery</div> <div>Search your library for up to three monocolored cards with different names and exile them. An opponent chooses one of those cards. Shuffle that card into your library. You may cast the other cards without paying their mana costs. Exile Emergent Ultimatum.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fae of Wishes</div><div><div>1</div><div>U</div></div></div> <div>Creature -- Faerie Wizard</div> <div>Flying<br/>{1}{U}, Discard two cards: Return this creature to its owner's hand.</div> <div>1/4</div> <div>----- ADVENTURE -----</div> <div><div>Granted</div><div><div>3</div><div>U</div></div></div> <div>Sorcery -- Adventure</div> <div>You may reveal a noncreature card you own from outside the game and put it into your hand.</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> <div>Hidden Strings</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>You may tap or untap target permanent, then you may tap or untap another target permanent. Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Hidden Strings</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>You may tap or untap target permanent, then you may tap or untap another target permanent. Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Hidden Strings</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>You may tap or untap target permanent, then you may tap or untap another target permanent. Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Hidden Strings</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>You may tap or untap target permanent, then you may tap or untap another target permanent. Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Lier, Disciple of the Drowned</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div>Legendary Creature -- Human Wizard</div> <div> <p>Spells can't be countered. Each instant and sorcery card in your graveyard has flashback. The flashback cost is equal to that card's mana cost.</p> </div> <div> <div>3/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                 | <div> <div>Lotus Field</div> </div> <div>Land</div> <div> <p>Hexproof<br/>This land enters tapped.<br/>When this land enters, sacrifice two lands.<br/>{T}: Add three mana of any one color.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                 | <div> <div>Lotus Field</div> </div> <div>Land</div> <div> <p>Hexproof<br/>This land enters tapped.<br/>When this land enters, sacrifice two lands.<br/>{T}: Add three mana of any one color.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                 | <div> <div>Lotus Field</div> </div> <div>Land</div> <div> <p>Hexproof<br/>This land enters tapped.<br/>When this land enters, sacrifice two lands.<br/>{T}: Add three mana of any one color.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                 |

## Lotus Field

Land

Hexproof  
This land enters tapped.  
When this land enters, sacrifice two  
lands.  
{T}: Add three mana of any one  
color.

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## Mastermind's Acquisition (2)(B)(B)

Sorcery

```
Choose one --
* Search your library for a card,
  put it into your hand, then shuffle.
* Put a card you own from outside
  the game into your hand.
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## Omniscience

## Enchantment

You may cast spells from your hand without paying their mana costs.

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## Otawara, Soaring City

Legendary Land

{T}: Add {U}.  
Channel -- {3}{U}, Discard this  
card: Return target artifact,  
creature, enchantment, or  
planeswalker to its owner's hand.  
This ability costs {1} less to  
activate for each legendary creature  
you control.

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## Pore Over the Pages 3UU

## Sorcery

Draw three cards, untap up to two lands, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pore Over the Pages 3UU

## Sorcery

Draw three cards, untap up to two lands, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pore Over the Pages (3)(U)(U)

## Sorcery

Draw three cards, untap up to two lands, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shimmer of Possibility ①②

Sorcery

Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in a random order.

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| <div><div><div>Shimmer of Possibility 1U</div><div>Sorcery</div><div>Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in a random order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shimmer of Possibility 1U</div><div>Sorcery</div><div>Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in a random order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shimmer of Possibility 1U</div><div>Sorcery</div><div>Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in a random order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sylvan Scrying 1G</div><div>Sorcery</div><div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                   |
| <div><div><div>Sylvan Scrying 1G</div><div>Sorcery</div><div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div><div>Sylvan Scrying 1G</div><div>Sorcery</div><div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div><div>Sylvan Scrying 1G</div><div>Sorcery</div><div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div><div>Temple of Mystery</div><div>Land</div><div>This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Temple of Mystery</b><br><hr/> Land<br><hr/> <p>This land enters tapped.<br/> When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/> {T}: Add {G} or {U}.</p> | <b>Thespian's Stage</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/> {2}, {T}: This land becomes a copy of target land, except it has this ability.</p>                                                                                                       | <b>Thespian's Stage</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/> {2}, {T}: This land becomes a copy of target land, except it has this ability.</p>                                                                                                       | <b>Thespian's Stage</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/> {2}, {T}: This land becomes a copy of target land, except it has this ability.</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>Thespian's Stage</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/> {2}, {T}: This land becomes a copy of target land, except it has this ability.</p>                                                                    | <b>Vizier of Tumbling Sands</b> ②①<br><hr/> Creature -- Human Cleric<br><hr/> <p>{T}: Untap another target permanent.<br/> Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.)<br/> When you cycle this card, untap target permanent.</p> <div>1/3</div> | <b>Vizier of Tumbling Sands</b> ②①<br><hr/> Creature -- Human Cleric<br><hr/> <p>{T}: Untap another target permanent.<br/> Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.)<br/> When you cycle this card, untap target permanent.</p> <div>1/3</div> | <b>Vizier of Tumbling Sands</b> ②①<br><hr/> Creature -- Human Cleric<br><hr/> <p>{T}: Untap another target permanent.<br/> Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.)<br/> When you cycle this card, untap target permanent.</p> <div>1/3</div> |
| 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                                                                                                                                                                                                         |

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| <div><div>Vizier of Tumbling Sands (2)(U)</div><div>Creature -- Human Cleric</div><div><div>{T}: Untap another target permanent. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.) When you cycle this card, untap target permanent.</div></div><div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div>Yavimaya Coast</div><div>Land</div><div><div>{T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                 | <div><div>Yavimaya Coast</div><div>Land</div><div><div>{T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                               | <div><div>Yavimaya Coast</div><div>Land</div><div><div>{T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                               |
| <div><div>Approach of the Second Sun (6)(W)</div><div>Sorcery</div><div><div>If this spell was cast from your hand and you've cast another spell named Approach of the Second Sun this game, you win the game. Otherwise, put Approach of the Second Sun into its owner's library seventh from the top and you gain 7 life.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>March of Swirling Mist (X)(U)</div><div>Instant</div><div><div>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.)</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mazemind Tome (2)</div><div>Artifact -- Book</div><div><div>{T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) {2}, {T}, Put a page counter on this artifact: Draw a card. When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mazemind Tome (2)</div><div>Artifact -- Book</div><div><div>{T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) {2}, {T}, Put a page counter on this artifact: Draw a card. When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Mazemind Tome</b> ②<br><hr/> Artifact -- Book<br><hr/> {T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br>{2}, {T}, Put a page counter on this artifact: Draw a card.<br>When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mazemind Tome</b> ②<br><hr/> Artifact -- Book<br><hr/> {T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br>{2}, {T}, Put a page counter on this artifact: Draw a card.<br>When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Path of Peril</b> ①B B<br><hr/> Sorcery<br><hr/> Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)<br>Destroy all creatures [with mana value 2 or less].<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                      | <b>Path of Peril</b> ①B B<br><hr/> Sorcery<br><hr/> Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)<br>Destroy all creatures [with mana value 2 or less].<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Path of Peril</b> ①B B<br><hr/> Sorcery<br><hr/> Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)<br>Destroy all creatures [with mana value 2 or less].<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                    | <b>Sphinx of the Final Word</b> ⑤U U<br><hr/> Creature -- Sphinx<br><hr/> This spell can't be countered.<br>Flying<br>Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br>Instant and sorcery spells you control can't be countered.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                               | <b>Sphinx of the Final Word</b> ⑤U U<br><hr/> Creature -- Sphinx<br><hr/> This spell can't be countered.<br>Flying<br>Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br>Instant and sorcery spells you control can't be countered.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Thought Distortion</b> ④B B<br><hr/> Sorcery<br><hr/> This spell can't be countered.<br>Target opponent reveals their hand.<br>Exile all noncreature, nonland cards from that player's hand and graveyard.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev             |

Playtest cards - fwdr3 - Pioneer (Pioneer Challenge)

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

## Thought Distortion (4)(B)(B)

Sorcery

This spell can't be countered.  
Target opponent reveals their hand.  
Exile all noncreature, nonland cards  
from that player's hand and  
graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ugin, the Spirit Dragon (8)

Legendary Planeswalker -- Ugin

[+2]: Ugin deals 3 damage to any  
target.  
[-X]: Exile each permanent with mana  
value X or less that's one or more  
colors.  
[-10]: You gain 7 life, draw seven  
cards, then put up to seven  
permanent cards from your hand onto  
the battlefield.

[sideboard]

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - fwdr3 - Pioneer (Pioneer Challenge)

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