

Arboreal Grazer 6 Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arboreal Grazer 6 Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arboreal Grazer 6 Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arboreal Grazer 6 Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bala Ged Recovery 26 Sorcery Return target card from your graveyard to your hand. --- BACK FACE --- Bala Ged Sanctuary Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bala Ged Recovery 26 Sorcery Return target card from your graveyard to your hand. --- BACK FACE --- Bala Ged Sanctuary Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bala Ged Recovery 26 Sorcery Return target card from your graveyard to your hand. --- BACK FACE --- Bala Ged Sanctuary Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Behold the Beyond 5BB Sorcery Discard your hand. Search your library for three cards, put them into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Boseiju, Who Endures Legendary Land {T}: Add {G}. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev
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Dark Petition 3 B B Sorcery Search your library for a card, put that card into your hand, then shuffle. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Petition 3 B B Sorcery Search your library for a card, put that card into your hand, then shuffle. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Emergent Ultimatum B B G G G U U Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Emergent Ultimatum B B G G G U U Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hidden Strings 1 U Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hidden Strings 1 U Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hidden Strings 1 U Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hidden Strings 1 U Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Impulse 1 U Instant 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 any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Impulse 1 U Instant 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 any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Impulse 1 U Instant 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 any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Impulse 1 U Instant 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 any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lair of the Hydra Land If you control two or more other lands, this land enters tapped. {T}: Add {G}. {X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lier, Disciple of the Drowned 3 U U Legendary Creature -- Human Wizard 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Field Land Hexproof This land enters tapped. When this land enters, sacrifice two lands. {T}: Add three mana of any one color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Omniscience7UUU Enchantment You may cast spells from your hand without paying their mana costs. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pore Over the Pages3UU Sorcery Draw three cards, untap up to two lands, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Pore Over the Pages 3UU Sorcery Draw three cards, untap up to two lands, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pore Over the Pages 3UU Sorcery Draw three cards, untap up to two lands, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pore Over the Pages 3UU Sorcery Draw three cards, untap up to two lands, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shimmer of Possibility 1U 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shimmer of Possibility 1U 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Scrying 1G Sorcery Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Scrying 1G Sorcery Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Scrying 1G Sorcery Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sylvan Scrying 16 Sorcery Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Mystery Land 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thespian's Stage Land {T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thespian's Stage Land {T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Vizier of Tumbling Sands (2)(U) Creature -- Human Cleric {T}: Untap another target permanent. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.) When you cycle this card, untap target permanent. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vizier of Tumbling Sands (2)(U) Creature -- Human Cleric {T}: Untap another target permanent. Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.) When you cycle this card, untap target permanent. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voyaging Satyr (1)(G) Creature -- Satyr Druid {T}: Untap target land. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Approach of the Second Sun (6)(W) Sorcery 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. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Depopulate (2)(W)(W) Sorcery Each player who controls a multicolored creature draws a card. Then destroy all creatures. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonlord Dromoka (4)(G)(W) Legendary Creature -- Elder Dragon This spell can't be countered. Flying, lifelink Your opponents can't cast spells during your turn. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonlord Dromoka (4)(G)(W) Legendary Creature -- Elder Dragon This spell can't be countered. Flying, lifelink Your opponents can't cast spells during your turn. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - TheManLand - 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 8/10 - 8 cards - 2.5 x 3.5 in each

Fading Hope Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fading Hope Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hope Tender Creature -- Human Druid {1}, {T}: Untap target land. {1}, {T}, Exert this creature: Untap two target lands. (An exerted creature won't untap during your next untap step.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Leyline of the Void Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Perilous Voyage Instant Return target nonland permanent you don't control to its owner's hand. If its mana value was 2 or less, scry 2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ritual of Soot Sorcery Destroy all creatures with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Supreme Verdict 1 W W U Sorcery This spell can't be countered. Destroy all creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zacama, Primal Calamity 6 R G W Legendary Creature -- Elder Dinosaur Reach, vigilance, trample When Zacama enters, if you cast it, untap all lands you control. {2}{R}: Zacama deals 3 damage to target creature. {2}{G}: Destroy target artifact or enchantment. {2}{W}: You gain 3 life. [sideboard] 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zacama, Primal Calamity 6 R G W Legendary Creature -- Elder Dinosaur Reach, vigilance, trample When Zacama enters, if you cast it, untap all lands you control. {2}{R}: Zacama deals 3 damage to target creature. {2}{G}: Destroy target artifact or enchantment. {2}{W}: You gain 3 life. [sideboard] 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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