

<div> <div>Aven Interrupter</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Bird Rogue</div> <div>Flash</div> <div>Flying</div> <div>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)</div> <div>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Aven Interrupter</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Bird Rogue</div> <div>Flash</div> <div>Flying</div> <div>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)</div> <div>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Aven Interrupter</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Bird Rogue</div> <div>Flash</div> <div>Flying</div> <div>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)</div> <div>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Aven Interrupter</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Bird Rogue</div> <div>Flash</div> <div>Flying</div> <div>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)</div> <div>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Clifftop Retreat</div> <div>Land</div> </div> <div> <div>This land enters tapped unless you control a Mountain or a Plains.</div> <div>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Clifftop Retreat</div> <div>Land</div> </div> <div> <div>This land enters tapped unless you control a Mountain or a Plains.</div> <div>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Fable of the Mirror-Breaker</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.)</div> <div>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."</div> <div>II -- You may discard up to two cards. If you do, draw that many cards.</div> <div>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div>-----</div> <div>BACK FACE</div> <div> <div>Reflection of Kiki-Jiki</div> <div>Enchantment Creature -- Goblin Shaman</div> <div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Fable of the Mirror-Breaker</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.)</div> <div>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."</div> <div>II -- You may discard up to two cards. If you do, draw that many cards.</div> <div>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div>-----</div> <div>BACK FACE</div> <div> <div>Reflection of Kiki-Jiki</div> <div>Enchantment Creature -- Goblin Shaman</div> <div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

<div><div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div></div>	<div><div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div></div>	<div><div><div>Get Lost (1)(W)</div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>	<div><div><div>Get Lost (1)(W)</div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>
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Hallowed Fountain

Land -- Plains Island

($\{T\}$: Add $\{W\}$ or $\{U\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Hallowed Fountain

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

High Noon

① W

Enchantment

Each player can't cast more than one spell each turn.

{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

High Noon

① ② W

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Each player can't cast more than one spell each turn.

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High Noon

①②

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Each player can't cast more than one spell each turn.

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Playtest cards - billsive - Pioneer (Pioneer Challenge 32)

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

<div><div>Island</div><div>Basic Land -- Island</div><div>([T]): Add [U].)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lightning Helix</div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lightning Helix</div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lightning Helix</div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Lightning Helix</div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Memory Deluge</div><div>Instant</div><div>Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order. Flashback {5}[U][U] (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Memory Deluge</div><div>Instant</div><div>Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order. Flashback {5}[U][U] (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Memory Deluge</div><div>Instant</div><div>Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order. Flashback {5}[U][U] (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>([T]): Add [R].)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>No More Lies</div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>No More Lies</div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>No More Lies</div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>No More Lies</div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>([T]): Add [W].)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Raugrin Triome</div><div>Land -- Island Mountain Plains</div><div>([T]): Add [U], [R], or [W].) This land enters tapped. Cycling {3} ([3], Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Raugrin Triome</div><div>Land -- Island Mountain Plains</div><div>([T]): Add [U], [R], or [W].) This land enters tapped. Cycling {3} ([3], Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Raugrin Triome</div> <div>Land -- Island Mountain Plains</div> <div> ({T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Raugrin Triome</div> <div>Land -- Island Mountain Plains</div> <div> ({T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Restless Anchorage</div> <div>Land</div> <div> This land enters tapped. {T}: Add {W} or {U}. {1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land. Whenever this land attacks, create a Map token. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Restless Anchorage</div> <div>Land</div> <div> This land enters tapped. {T}: Add {W} or {U}. {1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land. Whenever this land attacks, create a Map token. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div> ({T}: Add {R} or {W}.) 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>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div> ({T}: Add {R} or {W}.) 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>Spell Queller</div> <div> Creature -- Spirit <div>1WU</div> </div> <div> Flash Flying When this creature enters, exile target spell with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost. </div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Spell Queller</div> <div> Creature -- Spirit <div>1WU</div> </div> <div> Flash Flying When this creature enters, exile target spell with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost. </div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Spell Queller (1)(W)(U) Creature -- Spirit Flash Flying When this creature enters, exile target spell with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Queller (1)(W)(U) Creature -- Spirit Flash Flying When this creature enters, exile target spell with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sulfur Falls Land This land enters tapped unless you control an Island or a Mountain. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sulfur Falls Land This land enters tapped unless you control an Island or a Mountain. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Teferi, Hero of Dominaria (3)(W)(U) Legendary Planeswalker -- Teferi [+1]: Draw a card. At the beginning of the next end step, untap up to two lands. [-3]: Put target nonland permanent into its owner's library third from the top. [-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls." <div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Teferi, Hero of Dominaria (3)(W)(U) Legendary Planeswalker -- Teferi [+1]: Draw a card. At the beginning of the next end step, untap up to two lands. [-3]: Put target nonland permanent into its owner's library third from the top. [-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls." <div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div>Three Steps Ahead</div> <div>U</div> <div>Instant</div> <div>Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Three Steps Ahead</div> <div>U</div> <div>Instant</div> <div>Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Three Steps Ahead</div> <div>U</div> <div>Instant</div> <div>Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Three Steps Ahead</div> <div>U</div> <div>Instant</div> <div>Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Day's Undoing</div> <div>2U</div> <div>Sorcery</div> <div>Each player shuffles their hand and graveyard into their library, then draws seven cards. If it's your turn, end the turn. (Exile all spells and abilities from the stack, including this card. Discard down to your maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Dovin's Veto</div> <div>WU</div> <div>Instant</div> <div>This spell can't be countered. Counter target noncreature spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Dovin's Veto</div> <div>WU</div> <div>Instant</div> <div>This spell can't be countered. Counter target noncreature spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Dovin's Veto</div> <div>WU</div> <div>Instant</div> <div>This spell can't be countered. Counter target noncreature spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Dovin's Veto</div><div><div>W</div><div>U</div></div></div><div><div>Instant</div><div>This spell can't be countered. Counter target noncreature spell.</div><div>[sideboard]</div><div><div>L 5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Geier Reach Sanitarium</div></div><div><div>Legendary Land</div><div>{T}: Add {C}. {2}, {T}: Each player draws a card, then discards a card.</div><div>[sideboard]</div><div><div>L 5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Narset, Parter of Veils</div><div><div>1</div><div>U</div><div>U</div></div></div><div><div>Legendary Planeswalker -- Narset</div><div>Each opponent can't draw more than one card each turn. [-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>[sideboard]</div><div><div>L 5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Narset, Parter of Veils</div><div><div>1</div><div>U</div><div>U</div></div></div><div><div>Legendary Planeswalker -- Narset</div><div>Each opponent can't draw more than one card each turn. [-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>[sideboard]</div><div><div>L 5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>
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