

Bala Ged Recovery

Sorcery

Return target card from your graveyard
to your hand.

-- BACK FACE --

Bala Ged Sanctuary

Land

This land enters tapped.
{T}: Add {G}.

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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
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Botanical Sanctum

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This land enters tapped unless you
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{T}: Add {G} or {U}.

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<div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Brazen Borrower<div>①UU</div></div><div>Creature -- Faerie Rogue</div><div>Flash Flying This creature can block only creatures with flying.</div><div><div>3/1</div></div><div>----- ADVENTURE -----</div><div><div>Petty Theft<div>①U</div></div><div>Instant -- Adventure</div><div>Return target nonland permanent an opponent controls to its owner's hand.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>({T}): Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>({T}): Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Dark Petition<div>③BB</div></div><div>Sorcery</div><div>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}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Dark Petition<div>③BB</div></div><div>Sorcery</div><div>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}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Emergent Ultimatum<div>BBGGGUU</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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<div><div>Emergent Ultimatum</div><div>B B G G U U</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>1 U</div></div> <div>Creature -- Faerie Wizard</div> <div>Flying {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>3 U</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>	<div><div>Hedge Maze</div></div> <div>Land -- Forest Island</div> <div>({T}: Add {G} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Hidden Strings</div><div>1 U</div></div> <div>Sorcery</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Hidden Strings</div><div>1 U</div></div> <div>Sorcery</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Hidden Strings</div><div>1 U</div></div> <div>Sorcery</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Hidden Strings</div><div>1 U</div></div> <div>Sorcery</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

① ②

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.

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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.

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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.

3/4

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Land

Hexproof
This land enters tapped.
When this land enters, sacrifice two
lands.
{T}: Add three mana of any one
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<div><div><div>Omniscience</div><div><div>7</div><div>U</div><div>U</div><div>U</div></div></div><div><div>Enchantment</div><div>You may cast spells from your hand without paying their mana costs.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Otawara, Soaring City</div><div></div></div><div><div>Legendary Land</div><div><div>{T}: Add {U}.</div><div>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.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Pore Over the Pages</div><div><div>3</div><div>U</div><div>U</div></div></div><div><div>Sorcery</div><div>Draw three cards, untap up to two lands, then discard a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Pore Over the Pages</div><div><div>3</div><div>U</div><div>U</div></div></div><div><div>Sorcery</div><div>Draw three cards, untap up to two lands, then discard a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div>Sylvan Scrying</div><div>①⑥</div></div> <div>Sorcery</div> <div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sylvan Scrying</div><div>①⑥</div></div> <div>Sorcery</div> <div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sylvan Scrying</div><div>①⑥</div></div> <div>Sorcery</div> <div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Temple of Mystery</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Temple of Mystery</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Thespian's Stage</div></div> <div>Land</div> <div>{T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Thespian's Stage</div></div> <div>Land</div> <div>{T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Thespian's Stage</div></div> <div>Land</div> <div>{T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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. <div>1/3</div> 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. <div>1/3</div> 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. <div>1/3</div> 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. <div>1/3</div> 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] <div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Atraxa, Grand Unifier (3)(G)(W)(U)(B) Legendary Creature -- Phyrexian Angel Flying, vigilance, deathtouch, lifelink When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.) [sideboard] <div>7/7</div> 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] <div>5/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elder Gargaroath (3)(G)(G) Creature -- Beast Reach, vigilance, trample Whenever this creature attacks or blocks, choose one -- * Create a 3/3 green Beast creature token. * You gain 3 life. * Draw a card. [sideboard] <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Emergent Ultimatum (B)(B)(G)(G)(G)(U)(U) Sorcery <p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Grand Abolisher (W)(W) Creature -- Human Cleric <p>During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Leyline of Sanctity (2)(W)(W) Enchantment <p>If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Leyline of Sanctity (2)(W)(W) Enchantment <p>If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
Mystical Dispute (2)(U) Instant <p>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Narset's Reversal (U)(U) Instant <p>Copy target instant or sorcery spell, then return it to its owner's hand. You may choose new targets for the copy.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Sunfall (3)(W)(W) Sorcery <p>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Temporary Lockdown (1)(W)(W) Enchantment <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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<div> <div> Temporary Lockdown 1WW </div> <div> Enchantment </div> <div> When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Temporary Lockdown 1WW </div> <div> Enchantment </div> <div> When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Unauthorized Exit 1U </div> <div> Instant </div> <div> Return target nonland permanent to its owner's hand. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	