

<div> Agent of Treachery 5UU </div> <div> Creature -- Human Rogue </div> <div> <p>When this creature enters, gain control of target permanent. At the beginning of your end step, if you control three or more permanents you don't own, draw three cards.</p> </div> <div> <div>4/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Atraxa, Grand Unifier 3GWUB </div> <div> Legendary Creature -- Phyrexian Angel </div> <div> <p>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.)</p> </div> <div> <div>7/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Bonecrusher Giant 2R </div> <div> Creature -- Giant </div> <div> <p>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</p> </div> <div> <div>4/3</div> </div> <div> <div>----- ADVENTURE -----</div> <div> Stomp 1R </div> <div> Instant -- Adventure </div> <div> <p>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</p> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Bonecrusher Giant 2R </div> <div> Creature -- Giant </div> <div> <p>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</p> </div> <div> <div>4/3</div> </div> <div> <div>----- ADVENTURE -----</div> <div> Stomp 1R </div> <div> Instant -- Adventure </div> <div> <p>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</p> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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Playtest cards - snakerman - Pioneer (Pioneer Challenge 32)

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

<p>Elesh Norn, Mother of Machines (4)(W)</p> <p>Legendary Creature -- Phyrexian Praetor</p> <p>Vigilance If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger.</p> <p>4/7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Enigmatic Incarnation (2)(G)(U)</p> <p>Enchantment</p> <p>At the beginning of your end step, you may sacrifice another enchantment. If you do, search your library for a creature card with mana value equal to 1 plus the sacrificed enchantment's mana value, put that card onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Enigmatic Incarnation (2)(G)(U)</p> <p>Enchantment</p> <p>At the beginning of your end step, you may sacrifice another enchantment. If you do, search your library for a creature card with mana value equal to 1 plus the sacrificed enchantment's mana value, put that card onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Enigmatic Incarnation (2)(G)(U)</p> <p>Enchantment</p> <p>At the beginning of your end step, you may sacrifice another enchantment. If you do, search your library for a creature card with mana value equal to 1 plus the sacrificed enchantment's mana value, put that card onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Quakebringer</div> <div>3RR</div> <div>Creature -- Giant Berserker</div> <div>Your opponents can't gain life.</div> <div>At the beginning of your upkeep, Quakebringer deals 2 damage to each opponent. This ability triggers only if Quakebringer is on the battlefield or if Quakebringer is in your graveyard and you control a Giant.</div> <div>Foretell {2}{R}{R}</div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Raffine's Tower</div> <div>Land -- Plains Island Swamp</div> <div>{T}: Add {W}, {U}, or {B}.)</div> <div>This land enters tapped.</div> <div>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Raffine's Tower</div> <div>Land -- Plains Island Swamp</div> <div>{T}: Add {W}, {U}, or {B}.)</div> <div>This land enters tapped.</div> <div>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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<div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.) 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>	<div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.) 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>	<div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.) 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>	<div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.) 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>

Sulfur Falls

Land

This land enters tapped unless you control an Island or a Mountain.
{T}: Add {U} or {R}.

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This land enters tapped unless you control an Island or a Mountain.
{T}: Add {U} or {R}.

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Sunpetal Grove

Land

This land enters tapped unless you control a Forest or a Plains.
{T}: Add {G} or {W}.

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Temporary Lockdown (1)(W)(W)

Enchantment

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

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<p>Touch the Spirit Realm (2)(W)</p> <p>Enchantment</p> <p>When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield. Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Keruga, the Macrosage (3)(G/W)(G/W)</p> <p>Legendary Creature -- Dinosaur Hippo</p> <p>Companion -- Your starting deck contains only cards with mana value 3 or greater and land cards. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) When Keruga enters, draw a card for each other permanent you control with mana value 3 or greater.</p> <p>[sideboard]</p> <p>5/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Krenko's Buzzcrusher (2)(R)(R)</p> <p>Artifact Creature -- Insect Thopter</p> <p>Flying, trample When this creature enters, for each player, destroy up to one nonbasic land that player controls. For each land destroyed this way, its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> <p>[sideboard]</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Krenko's Buzzcrusher (2)(R)(R)</p> <p>Artifact Creature -- Insect Thopter</p> <p>Flying, trample When this creature enters, for each player, destroy up to one nonbasic land that player controls. For each land destroyed this way, its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> <p>[sideboard]</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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2 R R

Flying, trample
When this creature enters, for each player, destroy up to one nonbasic land that player controls. For each land destroyed this way, its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sidebar]

4/4

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2 B B

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.

[sidebar]

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[sideboard]

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② ③

This spell costs {2} less to cast if it targets a blue spell.
Counter target spell unless its controller pays {3}.

[sidebar]

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Counter target spell unless its controller pays {3}.

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[sideboard]
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<div> <div>Mystical Dispute</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a blue spell.</p> <p>Counter target spell unless its controller pays {3}.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Quakebringer</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div>Creature -- Giant Berserker</div> <div> <p>Your opponents can't gain life.</p> <p>At the beginning of your upkeep, Quakebringer deals 2 damage to each opponent. This ability triggers only if Quakebringer is on the battlefield or if Quakebringer is in your graveyard and you control a Giant.</p> <p>Foretell {2}{R}{R}</p> </div> <div>[sideboard]</div> <div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Quakebringer</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div>Creature -- Giant Berserker</div> <div> <p>Your opponents can't gain life.</p> <p>At the beginning of your upkeep, Quakebringer deals 2 damage to each opponent. This ability triggers only if Quakebringer is on the battlefield or if Quakebringer is in your graveyard and you control a Giant.</p> <p>Foretell {2}{R}{R}</p> </div> <div>[sideboard]</div> <div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Quakebringer</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div>Creature -- Giant Berserker</div> <div> <p>Your opponents can't gain life.</p> <p>At the beginning of your upkeep, Quakebringer deals 2 damage to each opponent. This ability triggers only if Quakebringer is on the battlefield or if Quakebringer is in your graveyard and you control a Giant.</p> <p>Foretell {2}{R}{R}</p> </div> <div>[sideboard]</div> <div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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