

<div><div>Atraxa, Grand Unifier 3GWUB</div><div>Legendary Creature -- Phyrexian Angel</div><div>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.)</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Atraxa, Grand Unifier 3GWUB</div><div>Legendary Creature -- Phyrexian Angel</div><div>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.)</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Fae of Wishes1U</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>Granted3U</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><div>Fae of Wishes1U</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>Granted3U</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><div>Fae of Wishes1U</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>Granted3U</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><div>Fae of Wishes1U</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>Granted3U</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>

Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

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Island

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

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Kinnan, Bonder Prodigy (G)(U)

Legendary Creature -- Human Druid

Whenever you tap a nonland permanent for mana, add one mana of any type that permanent produced.

{5}{G}{U}: Look at the top five cards of your library. You may put a non-Human creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

2/2

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Llanowar Elves

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

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Llanowar Elves (G) Creature -- Elf Druid <hr/> {T}: Add {G}. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Llanowar Elves (G) Creature -- Elf Druid <hr/> {T}: Add {G}. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Lukka, Coppercoat Outcast (3)(R)(R) Legendary Planeswalker -- Lukka <hr/> [+1]: Exile the top three cards of your library. Creature cards exiled this way gain "You may cast this card from exile as long as you control a Lukka planeswalker." [-2]: Exile target creature you control, then reveal cards from the top of your library until you reveal a creature card with greater mana value. Put that card onto the battlefield and the rest on the bottom of your library in a random order. [-7]: Each creature you control deals damage equal to its power to each opponent. <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Lukka, Coppercoat Outcast (3)(R)(R) Legendary Planeswalker -- Lukka <hr/> [+1]: Exile the top three cards of your library. Creature cards exiled this way gain "You may cast this card from exile as long as you control a Lukka planeswalker." [-2]: Exile target creature you control, then reveal cards from the top of your library until you reveal a creature card with greater mana value. Put that card onto the battlefield and the rest on the bottom of your library in a random order. [-7]: Each creature you control deals damage equal to its power to each opponent. <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div><div><div>Oath of Nissa</div><div>6</div></div><div>Legendary Enchantment</div><div>When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order. You may spend mana as though it were mana of any color to cast planeswalker spells.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Plaza of Heroes</div><div></div></div><div>Land</div><div>{T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Plaza of Heroes</div><div></div></div><div>Land</div><div>{T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Plaza of Heroes</div><div></div></div><div>Land</div><div>{T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Playtest cards - IslandMountain - Pioneer (Pioneer Challenge 32) sheet 7/10 - 8 cards - 2.5 x 3.5 in each
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.

Tyvar, Jubilant Brawler ①③⑥ Legendary Planeswalker -- Tyvar You may activate abilities of creatures you control as though those creatures had haste. [+1]: Untap up to one target creature. [-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield. <div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyvar, Jubilant Brawler ①③⑥ Legendary Planeswalker -- Tyvar You may activate abilities of creatures you control as though those creatures had haste. [+1]: Untap up to one target creature. [-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield. <div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyvar, Jubilant Brawler ①③⑥ Legendary Planeswalker -- Tyvar You may activate abilities of creatures you control as though those creatures had haste. [+1]: Untap up to one target creature. [-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield. <div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyvar, Jubilant Brawler ①③⑥ Legendary Planeswalker -- Tyvar You may activate abilities of creatures you control as though those creatures had haste. [+1]: Untap up to one target creature. [-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield. <div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Aetherflux Reservoir ④ Artifact Whenever you cast a spell, you gain 1 life for each spell you've cast this turn. Pay 50 life: This artifact deals 50 damage to any target. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat ①③ Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep-Cavern Bat ①③ Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push ③ Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Fatal Push (B) </div> <div> Instant </div> <div> <p>Destroy target creature if it has mana value 2 or less.</p> <p>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Jin-Gitaxias, Progress Tyrant (5)(U)(U) </div> <div> Legendary Creature -- Phyrexian Praetor </div> <div> <p>Whenever you cast an artifact, instant, or sorcery spell, copy that spell. You may choose new targets for the copy. This ability triggers only once each turn. (A copy of a permanent spell becomes a token.)</p> <p>Whenever an opponent casts an artifact, instant, or sorcery spell, counter that spell. This ability triggers only once each turn.</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Mox Amber (0) </div> <div> Legendary Artifact </div> <div> <p>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Negate (1)(U) </div> <div> Instant </div> <div> <p>Counter target noncreature spell.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Retraction Helix (U) </div> <div> Instant </div> <div> <p>Until end of turn, target creature gains "{T}: Return target nonland permanent to its owner's hand."</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Ruric Thar, the Unbowed (4)(R)(G) </div> <div> Legendary Creature -- Ogre Warrior </div> <div> <p>Reach, vigilance</p> <p>Ruric Thar attacks each combat if able.</p> <p>Whenever a player casts a noncreature spell, Ruric Thar deals 6 damage to that player.</p> <p>[sideboard]</p> </div> <div> <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Spell Pierce (U) </div> <div> Instant </div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Spell Pierce (U) </div> <div> Instant </div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div> Thoughtseize ⓑ </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Tormod's Crypt ⓪ </div> <div>Artifact</div> <div> <p>{T}, Sacrifice this artifact: Exile target player's graveyard.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Toxrill, the Corrosive ⑤ⒷⒷ </div> <div>Legendary Creature -- Slug Horror</div> <div> <p>At the beginning of each end step, put a slime counter on each creature you don't control. Creatures you don't control get -1/-1 for each slime counter on them. Whenever a creature you don't control with a slime counter on it dies, create a 1/1 black Slug creature token. {U}{B}, Sacrifice a Slug: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	
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