

Playtest cards - quinniac - Pioneer (Pioneer Challenge 32) sheet 1/10 - 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.

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

Enchantment Creature -- Dog

Trample
Channel -- {2}{G}, Discard this card: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

Enchantment Creature -- Dog

Trample
Channel -- {2}{G}, Discard this card: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

6/5

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4 G G

Enchantment Creature -- Dog

Trample
Channel -- {2}{G}, Discard this
card: Search your library for a
basic land card, put it onto the
battlefield tapped, then shuffle.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 U/B U/B

Legendary Creature -- Demon Kraken

Companion -- Your starting deck contains only cards with even mana values. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

When Gyruda enters, each player mills four cards. Put a creature card with an even mana value from among the milled cards onto the battlefield under your control.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Plains Swamp Forest

({T}: Add {W}, {B}, or {G}.)
 This land enters tapped.

Cycling {3} ({3}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Plains Swamp Forest

({T}: Add {W}, {B}, or {G}.)
 This land enters tapped.

Cycling {3} ({3}, Discard this card:
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 This land enters tapped.

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Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Indatha Triome</div><div>Land -- Plains Swamp Forest</div><div>{T}: Add {W}, {B}, or {G}.) 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>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ketria Triome</div><div>Land -- Forest Island Mountain</div><div>{T}: Add {G}, {U}, or {R}.) 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>Ketria Triome</div><div>Land -- Forest Island Mountain</div><div>{T}: Add {G}, {U}, or {R}.) 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>Ketria Triome</div><div>Land -- Forest Island Mountain</div><div>{T}: Add {G}, {U}, or {R}.) 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>Leyline Binding</div><div>Enchantment</div><div>Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline Binding</div><div>Enchantment</div><div>Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline Binding</div><div>Enchantment</div><div>Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Leyline Binding</div><div><div>5</div><div>W</div></div></div> <div><div>Enchantment</div><div>Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Lush Portico</div></div> <div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.) 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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Overgrown Tomb</div></div> <div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.) 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>Plains</div></div> <div><div>Basic Land -- Plains</div><div>{T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Quintorius Kand</div><div><div>3</div><div>R</div><div>W</div></div></div> <div><div>Legendary Planeswalker -- Quintorius</div><div>Whenever you cast a spell from exile, Quintorius Kand deals 2 damage to each opponent and you gain 2 life. [+1]: Create a 3/2 red and white Spirit creature token. [-3]: Discover 4. [-6]: Exile any number of target cards from your graveyard. Add {R} for each card exiled this way. You may play those cards this turn.</div><div><div>L</div><div>4</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Quintorius Kand</div><div><div>3</div><div>R</div><div>W</div></div></div> <div><div>Legendary Planeswalker -- Quintorius</div><div>Whenever you cast a spell from exile, Quintorius Kand deals 2 damage to each opponent and you gain 2 life. [+1]: Create a 3/2 red and white Spirit creature token. [-3]: Discover 4. [-6]: Exile any number of target cards from your graveyard. Add {R} for each card exiled this way. You may play those cards this turn.</div><div><div>L</div><div>4</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

Quintorius Kand (3)(R)(W) Legendary Planeswalker -- Quintorius Whenever you cast a spell from exile, Quintorius Kand deals 2 damage to each opponent and you gain 2 life. [+1]: Create a 3/2 red and white Spirit creature token. [-3]: Discover 4. [-6]: Exile any number of target cards from your graveyard. Add {R} for each card exiled this way. You may play those cards this turn. <div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quintorius Kand (3)(R)(W) Legendary Planeswalker -- Quintorius Whenever you cast a spell from exile, Quintorius Kand deals 2 damage to each opponent and you gain 2 life. [+1]: Create a 3/2 red and white Spirit creature token. [-3]: Discover 4. [-6]: Exile any number of target cards from your graveyard. Add {R} for each card exiled this way. You may play those cards this turn. <div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raffine's Tower Land -- Plains Island Swamp ({T}: Add {W}, {U}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Foundry Land -- Mountain Plains ({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sacred Foundry Land -- Mountain Plains ({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spark Double (3)(U) Creature -- Illusion You may have this creature enter as a copy of a creature or planeswalker you control, except it enters with an additional +1/+1 counter on it if it's a creature, it enters with an additional loyalty counter on it if it's a planeswalker, and it isn't legendary. <div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spark Double (3)(U) Creature -- Illusion You may have this creature enter as a copy of a creature or planeswalker you control, except it enters with an additional +1/+1 counter on it if it's a creature, it enters with an additional loyalty counter on it if it's a planeswalker, and it isn't legendary. <div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spark Double (3)(U) Creature -- Illusion You may have this creature enter as a copy of a creature or planeswalker you control, except it enters with an additional +1/+1 counter on it if it's a creature, it enters with an additional loyalty counter on it if it's a planeswalker, and it isn't legendary. <div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Spark Double</div><div>3U</div></div><div><div>Creature -- Illusion</div><div></div></div><div><p>You may have this creature enter as a copy of a creature or planeswalker you control, except it enters with an additional +1/+1 counter on it if it's a creature, it enters with an additional loyalty counter on it if it's a planeswalker, and it isn't legendary.</p></div><div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Spinewoods Armadillo</div><div>4GG</div></div><div><div>Creature -- Armadillo</div><div></div></div><div><p>Reach Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) {1}{G}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life.</p></div><div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Spinewoods Armadillo</div><div>4GG</div></div><div><div>Creature -- Armadillo</div><div></div></div><div><p>Reach Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) {1}{G}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life.</p></div><div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Spinewoods Armadillo</div><div>4GG</div></div><div><div>Creature -- Armadillo</div><div></div></div><div><p>Reach Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) {1}{G}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life.</p></div><div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
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Stomping Ground

Land -- Mountain Forest

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

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Swamp

Basic Land -- Swamp

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

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Swamp

Basic Land -- Swamp

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

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Trumpeting Carnosaur (4)(R)(R)

Creature -- Dinosaur

Trample
When this creature enters, discover 5.
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

7/6

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Trumpeting Carnosaur 4RR

Creature -- Dinosaur

Trample
When this creature enters, discover
5.
{2}{R}, Discard this card: It deals
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When this creature enters, discover
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When this creature enters, discover
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{2}{R}, Discard this card: It deals
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7/6

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Virtue of Persistence (5)(B)(B)

Enchantment

At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.

- - - ADVENTURE - - -

Lothwain Scorn (1)(B)

Sorcery - - Adventure

Target creature gets -3/-3 until end of turn. You gain 2 life.

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Playtest cards - quinniac - Pioneer (Pioneer Challenge 32)

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Virtue of Persistence (5)(B)(B)</div><div>Enchantment</div><div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div></div><div><div>----- ADVENTURE -----</div><div><div>Loathwain Scorn (1)(B)</div><div>Sorcery -- Adventure</div><div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Virtue of Persistence (5)(B)(B)</div><div>Enchantment</div><div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div></div><div><div>----- ADVENTURE -----</div><div><div>Loathwain Scorn (1)(B)</div><div>Sorcery -- Adventure</div><div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Virtue of Persistence (5)(B)(B)</div><div>Enchantment</div><div>At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.</div></div><div><div>----- ADVENTURE -----</div><div><div>Loathwain Scorn (1)(B)</div><div>Sorcery -- Adventure</div><div>Target creature gets -3/-3 until end of turn. You gain 2 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div><div>({T}: Add {B}, {R}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Bedeck (R/R)(B/R)</div><div>Instant</div><div>Target creature gets +3/-3 until end of turn.</div><div>[sideboard]</div></div><div><div>----- RIGHT HALF -----</div><div><div>Bedazzle (4)(B)(R)</div><div>Instant</div><div>Destroy target nonbasic land. Bedazzle deals 2 damage to target opponent or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Bedeck (R/R)(B/R)</div><div>Instant</div><div>Target creature gets +3/-3 until end of turn.</div><div>[sideboard]</div></div><div><div>----- RIGHT HALF -----</div><div><div>Bedazzle (4)(B)(R)</div><div>Instant</div><div>Destroy target nonbasic land. Bedazzle deals 2 damage to target opponent or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Bedeck (R/R)(B/R)</div><div>Instant</div><div>Target creature gets +3/-3 until end of turn.</div><div>[sideboard]</div></div><div><div>----- RIGHT HALF -----</div><div><div>Bedazzle (4)(B)(R)</div><div>Instant</div><div>Destroy target nonbasic land. Bedazzle deals 2 damage to target opponent or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Consecrate (1)(W)(B)</div><div>Instant</div><div>Exile target card from a graveyard. Draw a card.</div><div>[sideboard]</div></div><div><div>----- RIGHT HALF -----</div><div><div>Consume (2)(W)(B)</div><div>Sorcery</div><div>Target player sacrifices a creature with the greatest power among creatures they control. You gain life equal to its power.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>

<div> <div>Consecrate</div> <div> <div>1</div> <div>4/8</div> </div> </div> <div> <div>Instant</div> <div>Exile target card from a graveyard. Draw a card.</div> <div>[sideboard]</div> </div> <div> <div>----- RIGHT HALF -----</div> <div> <div>Consume</div> <div> <div>2</div> <div>W</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div>Target player sacrifices a creature with the greatest power among creatures they control. You gain life equal to its power.</div> </div> <div> <div>5/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Dragonlord Dromoka</div> <div> <div>4</div> <div>G</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Elder Dragon</div> <div>This spell can't be countered. Flying, lifelink Your opponents can't cast spells during your turn.</div> <div>[sideboard]</div> </div> <div> <div>5/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Dragonlord Dromoka</div> <div> <div>4</div> <div>G</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Elder Dragon</div> <div>This spell can't be countered. Flying, lifelink Your opponents can't cast spells during your turn.</div> <div>[sideboard]</div> </div> <div> <div>5/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Keruga, the Macrosage</div> <div> <div>3</div> <div>6/W</div> <div>6/W</div> </div> </div> <div> <div>Legendary Creature -- Dinosaur Hippo</div> <div>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.</div> <div>[sideboard]</div> </div> <div> <div>5/4</div> </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> <div>Creature -- Giant Berserker</div> <div>Your opponents can't gain life. 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. Foretell {2}{R}{R}</div> <div>[sideboard]</div> </div> <div> <div>5/4</div> </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> <div>Creature -- Giant Berserker</div> <div>Your opponents can't gain life. 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. Foretell {2}{R}{R}</div> <div>[sideboard]</div> </div> <div> <div>5/4</div> </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> <div>Creature -- Giant Berserker</div> <div>Your opponents can't gain life. 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. Foretell {2}{R}{R}</div> <div>[sideboard]</div> </div> <div> <div>5/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Thought Distortion</div> <div> <div>4</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div>This spell can't be countered. Target opponent reveals their hand. Exile all noncreature, nonland cards from that player's hand and graveyard.</div> <div>[sideboard]</div> </div> <div> <div>5/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

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