

<div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Behold the Multiverse (3)(U)</div> <div>Instant</div> <div>Scry 2, then draw two cards. Foretell {1}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Castle Vantress</div> <div>Land</div> <div>This land enters tapped unless you control an Island. {T}: Add {U}. {2}{U}{U}, {T}: Scry 2.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Cleansing Nova (3)(W)(W)</div> <div>Sorcery</div> <div>Choose one -- * Destroy all creatures. * Destroy all artifacts and enchantments.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Cleansing Nova (3)(W)(W)</div> <div>Sorcery</div> <div>Choose one -- * Destroy all creatures. * Destroy all artifacts and enchantments.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Coveted Falcon (1)(U)(U)</div> <div>Artifact Creature -- Bird</div> <div>Flying Whenever this creature attacks, gain control of target permanent you own but don't control. Disguise {1}{U} When this creature is turned face up, target opponent gains control of any number of target permanents you control. Draw a card for each one they gained control of this way.</div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Coveted Falcon (1)(U)(U)</div> <div>Artifact Creature -- Bird</div> <div>Flying Whenever this creature attacks, gain control of target permanent you own but don't control. Disguise {1}{U} When this creature is turned face up, target opponent gains control of any number of target permanents you control. Draw a card for each one they gained control of this way.</div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - scipios - Pioneer (Pioneer Challenge 64)

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

<div>Coveted Falcon<div><div>1</div><div>U</div><div>U</div></div><div>Artifact Creature -- Bird</div><div>Flying</div><div>Whenever this creature attacks, gain control of target permanent you own but don't control.</div><div>Disguise {1}{U}</div><div>When this creature is turned face up, target opponent gains control of any number of target permanents you control. Draw a card for each one they gained control of this way.</div><div>1/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Coveted Falcon<div><div>1</div><div>U</div><div>U</div></div><div>Artifact Creature -- Bird</div><div>Flying</div><div>Whenever this creature attacks, gain control of target permanent you own but don't control.</div><div>Disguise {1}{U}</div><div>When this creature is turned face up, target opponent gains control of any number of target permanents you control. Draw a card for each one they gained control of this way.</div><div>1/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Deserted Beach</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands.</div> <div>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Deserted Beach</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands.</div> <div>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Farewell</div><div><div>4</div><div>W</div><div>W</div></div></div><div><div>Sorcery</div><div>Choose one or more -- * Exile all artifacts. * Exile all creatures. * Exile all enchantments. * Exile all graveyards.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Farewell</div><div><div>4</div><div>W</div><div>W</div></div></div><div><div>Sorcery</div><div>Choose one or more -- * Exile all artifacts. * Exile all creatures. * Exile all enchantments. * Exile all graveyards.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Field of Ruin</div></div><div><div>Land</div><div>{T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<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>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</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>Memory Deluge2UU</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>
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<div><div><div>Nine Lives</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Enchantment</div><div>Hexproof</div><div>If a source would deal damage to you, prevent that damage and put an incarnation counter on this enchantment.</div><div>When there are nine or more incarnation counters on this enchantment, exile it.</div><div>When this enchantment leaves the battlefield, you lose the game.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Nine Lives</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Enchantment</div><div>Hexproof</div><div>If a source would deal damage to you, prevent that damage and put an incarnation counter on this enchantment.</div><div>When there are nine or more incarnation counters on this enchantment, exile it.</div><div>When this enchantment leaves the battlefield, you lose the game.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Nine Lives</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Enchantment</div><div>Hexproof</div><div>If a source would deal damage to you, prevent that damage and put an incarnation counter on this enchantment.</div><div>When there are nine or more incarnation counters on this enchantment, exile it.</div><div>When this enchantment leaves the battlefield, you lose the game.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Nine Lives</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Enchantment</div><div>Hexproof</div><div>If a source would deal damage to you, prevent that damage and put an incarnation counter on this enchantment.</div><div>When there are nine or more incarnation counters on this enchantment, exile it.</div><div>When this enchantment leaves the battlefield, you lose the game.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div>Restless Anchorage</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {W} or {U}.</p> <p>{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.</p> <p>Whenever this land attacks, create a Map token.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Temporary Lockdown</div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Temporary Lockdown</div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Three Steps Ahead</div> <div>Instant</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1}{U} -- Counter target spell.</p> <p>+ {3} -- Create a token that's a copy of target artifact or creature you control.</p> <p>+ {2} -- Draw two cards, then discard a card.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Change the Equation</div> <div>Instant</div> <div> <p>Choose one --</p> <p>* Counter target spell with mana value 2 or less.</p> <p>* Counter target red or green spell with mana value 6 or less.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Change the Equation</div> <div>Instant</div> <div> <p>Choose one --</p> <p>* Counter target spell with mana value 2 or less.</p> <p>* Counter target red or green spell with mana value 6 or less.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Chrome Host Seedshark</div> <div>Creature -- Phyrexian Shark</div> <div> <p>Flying</p> <p>Whenever you cast a noncreature spell, incubate X, where X is that spell's mana value. (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> </div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Dovin's Veto</div> <div>Instant</div> <div> <p>This spell can't be countered. Counter target noncreature spell.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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

<div> Emrakul, the Promised End 13 </div> <div> <p>Legendary Creature -- Eldrazi</p> <p>This spell costs {1} less to cast for each card type among cards in your graveyard.</p> <p>When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn.</p> <p>Flying, trample, protection from instants</p> <p>[sideboard]</p> </div> <div> <div>13/13</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Get Lost 1W </div> <div> <p>Instant</p> <p>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.")</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Hullbreaker Horror 5UU </div> <div> <p>Creature -- Kraken Horror</p> <p>Flash</p> <p>This spell can't be countered.</p> <p>Whenever you cast a spell, choose up to one --</p> <ul style="list-style-type: none"> * Return target spell you don't control to its owner's hand. * Return target nonland permanent to its owner's hand. <p>[sideboard]</p> </div> <div> <div>7/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Knockout Blow 2W </div> <div> <p>Instant</p> <p>This spell costs {2} less to cast if it targets a red creature. Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Lyra Dawnbringer 3WW </div> <div> <p>Legendary Creature -- Angel</p> <p>Flying</p> <p>First strike (This creature deals combat damage before creatures without first strike.)</p> <p>Lifelink (Damage dealt by this creature also causes you to gain that much life.)</p> <p>Other Angels you control get +1/+1 and have lifelink.</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Mystical Dispute 2U </div> <div> <p>Instant</p> <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> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Narset, Parter of Veils 1UU </div> <div> <p>Legendary Planeswalker -- Narset</p> <p>Each opponent can't draw more than one card each turn.</p> <p>[-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.</p> <p>[sideboard]</p> </div> <div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Narset, Parter of Veils 1UU </div> <div> <p>Legendary Planeswalker -- Narset</p> <p>Each opponent can't draw more than one card each turn.</p> <p>[-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.</p> <p>[sideboard]</p> </div> <div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Playtest cards - scipios - Pioneer (Pioneer Challenge 64)

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 9/10 - 8 cards - 2.5 x 3.5 in each

Settle the Wreckage 2WW

Instant

Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temporary Lockdown 1WW

Enchantment

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

[sideboard]

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Temporary Lockdown 1WW

Enchantment

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev