

Playtest cards - MarcioMatthew - 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.

<div><div>Connive<div>21/81/8</div></div><div>Sorcery</div><div>Gain control of target creature with power 2 or less.</div><div></div><div>----- RIGHT HALF -----</div><div>Concoct<div>3UB</div></div><div>Sorcery</div><div>Surveil 3, then return a creature card from your graveyard to the battlefield.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Connive<div>21/81/8</div></div><div>Sorcery</div><div>Gain control of target creature with power 2 or less.</div><div></div><div>----- RIGHT HALF -----</div><div>Concoct<div>3UB</div></div><div>Sorcery</div><div>Surveil 3, then return a creature card from your graveyard to the battlefield.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Connive<div>21/81/8</div></div><div>Sorcery</div><div>Gain control of target creature with power 2 or less.</div><div></div><div>----- RIGHT HALF -----</div><div>Concoct<div>3UB</div></div><div>Sorcery</div><div>Surveil 3, then return a creature card from your graveyard to the battlefield.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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This land enters tapped.
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Enchantment

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.

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Basic Land -- Mountain

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<div>Overgrown Tomb</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Quintorius Kand</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>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<p>Sacred Foundry</p> <p>Land -- Mountain Plains</p> <p>([T]): Add [R] or [W].) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sacred Foundry</p> <p>Land -- Mountain Plains</p> <p>([T]): Add [R] or [W].) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Spark Double (3)(U)</p> <p>Creature -- Illusion</p> <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> <p>0/0</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Spark Double (3)(U)</p> <p>Creature -- Illusion</p> <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> <p>0/0</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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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. <div>7/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) <div>7/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trumpeting Carnosaur ④④④ Creature -- Dinosaur Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. <div>7/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trumpeting Carnosaur ④④④ Creature -- Dinosaur Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. <div>7/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Trumpeting Carnosaur 4RR </div> <div> Creature -- Dinosaur </div> <div> Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. </div> <div> <div>7/6</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Trumpeting Carnosaur 4RR </div> <div> Creature -- Dinosaur </div> <div> Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. </div> <div> <div>7/6</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Virtue of Persistence 5BB </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>----- ADVENTURE -----</div> <div> Loathwain Scorn 1B </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 botbox.dev </div> </div>	<div> Watery Grave </div> <div> Land -- Island Swamp </div> <div> ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> Dragonlord Dromoka 4GW </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>5/7</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Dragonlord Dromoka 4GW </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>5/7</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Farewell 4WW </div> <div> Sorcery </div> <div> Choose one or more -- * Exile all artifacts. * Exile all creatures. * Exile all enchantments. * Exile all graveyards. </div> <div> [sideboard] </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Keruga, the Macrosage 36/W6/W </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>5/4</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

<div> <div> Quakebringer <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. 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> <p>[sideboard]</p> </div> <div> <div>5/4</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Quakebringer <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. 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> <p>[sideboard]</p> </div> <div> <div>5/4</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Quakebringer <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. 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> <p>[sideboard]</p> </div> <div> <div>5/4</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Shark Typhoon <div> <div>5</div> <div>U</div> </div> </div> <div> Enchantment </div> <div> <p> Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. </p> <p> Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.) </p> <p>When you cycle this card, create an X/X blue Shark creature token with flying.</p> <p>[sideboard]</p> </div> <div> <div>5/4</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>
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