

<div> Annie Joins Up 1RGW </div> <div> Legendary Enchantment </div> <div> <p>When Annie Joins Up enters, it deals 5 damage to target creature or planeswalker an opponent controls. If a triggered ability of a legendary creature you control triggers, that ability triggers an additional time.</p> </div> <div> <div>4/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Archon of Sun's Grace 2WW </div> <div> Creature -- Archon </div> <div> <p>Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) Pegasus creatures you control have lifelink. Constellation -- Whenever an enchantment you control enters, create a 2/2 white Pegasus creature token with flying.</p> </div> <div> <div>3/4</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> ----- ADVENTURE ----- </div> <div> <div>Stomp</div> 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> 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> ----- ADVENTURE ----- </div> <div> <div>Stomp</div> 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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Boseiju, Who Endures </div> <div> Legendary Land </div> <div> <p>{T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dragonlord Atarka 5RGG </div> <div> Legendary Creature -- Elder Dragon </div> <div> <p>Flying, trample When Dragonlord Atarka enters, it deals 5 damage divided as you choose among any number of target creatures and/or planeswalkers your opponents control.</p> </div> <div> <div>8/8</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Elesh Norn, Mother of Machines 4W </div> <div> Legendary Creature -- Phyrexian Praetor </div> <div> <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> </div> <div> <div>4/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Playtest cards - Ivan_Draw_Go - 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>Enigmatic Incarnation ②⑥①</div> <div>Enchantment</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Enigmatic Incarnation ②⑥①</div> <div>Enchantment</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Enigmatic Incarnation ②⑥①</div> <div>Enchantment</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Enigmatic Incarnation ②⑥①</div> <div>Enchantment</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Fable of the Mirror-Breaker ②①</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div>----- BACK FACE -----</div> <div>Reflection of Kiki-Jiki</div> <div>Enchantment Creature -- Goblin Shaman</div> <div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Fable of the Mirror-Breaker ②①</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div>----- BACK FACE -----</div> <div>Reflection of Kiki-Jiki</div> <div>Enchantment Creature -- Goblin Shaman</div> <div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Fable of the Mirror-Breaker ②①</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div>----- BACK FACE -----</div> <div>Reflection of Kiki-Jiki</div> <div>Enchantment Creature -- Goblin Shaman</div> <div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Fable of the Mirror-Breaker ②①</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div>----- BACK FACE -----</div> <div>Reflection of Kiki-Jiki</div> <div>Enchantment Creature -- Goblin Shaman</div> <div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Fires of Invention</div><div>3R</div></div><div>Enchantment</div><div>You can cast spells only during your turn and you can cast no more than two spells each turn. You may cast spells with mana value less than or equal to the number of lands you control without paying their mana costs.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fires of Invention</div><div>3R</div></div><div>Enchantment</div><div>You can cast spells only during your turn and you can cast no more than two spells each turn. You may cast spells with mana value less than or equal to the number of lands you control without paying their mana costs.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fires of Invention</div><div>3R</div></div><div>Enchantment</div><div>You can cast spells only during your turn and you can cast no more than two spells each turn. You may cast spells with mana value less than or equal to the number of lands you control without paying their mana costs.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fires of Invention</div><div>3R</div></div><div>Enchantment</div><div>You can cast spells only during your turn and you can cast no more than two spells each turn. You may cast spells with mana value less than or equal to the number of lands you control without paying their mana costs.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Hallowed Fountain</div></div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.) 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><div>Hallowed Fountain</div></div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.) 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><div>Hallowed Fountain</div></div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.) 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><div>Hallowed Fountain</div></div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.) 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><div>Heliod, the Radiant Dawn (2)(W)(W)</div><div>Legendary Enchantment Creature -- God</div><div>When Heliod enters, return target enchantment card that isn't a God from your graveyard to your hand. {3}{U/P}: Transform Heliod. Activate only as a sorcery. ({U/P} can be paid with either {U} or 2 life.)</div><div>4/4</div></div><div><div>Heliod, the Warped Eclipse</div><div>Legendary Enchantment Creature -- Phyrexian God</div><div>You may cast spells as though they had flash. Spells you cast cost {1} less to cast for each card your opponents have drawn this turn.</div><div>4/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Jetmir's Garden</div><div>Land -- Mountain Forest Plains</div><div>({T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Jetmir's Garden</div><div>Land -- Mountain Forest Plains</div><div>({T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Kenrith, the Returned King (4)(W)</div><div>Legendary Creature -- Human Noble</div><div>{R}: All creatures gain trample and haste until end of turn. {1}{G}: Put a +1/+1 counter on target creature. {2}{W}: Target player gains 5 life. {3}{U}: Target player draws a card. {4}{B}: Put target creature card from a graveyard onto the battlefield under its owner's control.</div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Keruga, the Macrosage (3)(G/U)(G/U)</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>5/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Leyline Binding (5)(W)</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 PLAYbotbox.dev</div>	<div><div><div>Leyline Binding (5)(W)</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 PLAYbotbox.dev</div>

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<div><div>Raffine's Tower</div></div> <div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.) 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>Raffine's Tower</div></div> <div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.) 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>Raffine's Tower</div></div> <div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.) 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>Raffine's Tower</div></div> <div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.) 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>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.) 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>Savai Triome</div><div>Land -- Mountain Plains Swamp</div><div>{T}: Add {R}, {W}, or {B}.) 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>Sheoldred, the Apocalypse 2BB</div><div>Legendary Creature -- Phyrexian Praetor</div><div>Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.) 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>	<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>

Land

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Land

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Sorcery

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Enchantment

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<div> Temporary Lockdown 1WW </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> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Tolsimir, Friend to Wolves 2GGW </div> <div> Legendary Creature -- Elf Scout </div> <div> <p>When Tolsimir enters, create Voja, Friend to Elves, a legendary 3/3 green and white Wolf creature token. Whenever a Wolf you control enters, you gain 3 life and that creature fights up to one target creature you don't control.</p> </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Touch the Spirit Realm 2W </div> <div> Enchantment </div> <div> <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> </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Touch the Spirit Realm 2W </div> <div> Enchantment </div> <div> <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> </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Ziatora's Proving Ground </div> <div> Land -- Swamp Mountain Forest </div> <div> <p>{T}: Add {B}, {R}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</p> </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Archon of Emerica 2W </div> <div> Creature -- Archon </div> <div> <p>Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped.</p> </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Archon of Emerica 2W </div> <div> Creature -- Archon </div> <div> <p>Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped.</p> </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Ashiok, Dream Render 1U/BU/B </div> <div> Legendary Planeswalker -- Ashiok </div> <div> <p>Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard.</p> </div> <div> <div>L 5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<p>Ashiok, Dream Render (1)(U/B)(U/B)</p> <p>Legendary Planeswalker -- Ashiok</p> <p>Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard.</p> <p>[sideboard]</p> <p>L 5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Ashiok, Dream Render (1)(U/B)(U/B)</p> <p>Legendary Planeswalker -- Ashiok</p> <p>Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard.</p> <p>[sideboard]</p> <p>L 5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<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>[sideboard]</p> <p>4/7</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>	<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>Mystical Dispute (2)(U)</p> <p>Instant</p> <p>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

2 U

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

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① W W U

This spell can't be countered.
Destroy all creatures.

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