

<p>Atraxa, Grand Unifier 3GWUB</p> <p>Legendary Creature -- Phyrexian Angel</p> <p>Flying, vigilance, deathtouch, lifelink</p> <p>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> <p>7/7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Atraxa, Grand Unifier 3GWUB</p> <p>Legendary Creature -- Phyrexian Angel</p> <p>Flying, vigilance, deathtouch, lifelink</p> <p>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> <p>7/7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Blackcleave Cliffs</p> <p>Land</p> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {B} or {R}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Blackcleave Cliffs</p> <p>Land</p> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {B} or {R}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Blackcleave Cliffs</p> <p>Land</p> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {B} or {R}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Blightstep Pathway</p> <p>Land</p> <p>{T}: Add {B}.</p> <p>----- BACK FACE -----</p> <p>Searstep Pathway</p> <p>Land</p> <p>{T}: Add {R}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Blightstep Pathway</p> <p>Land</p> <p>{T}: Add {B}.</p> <p>----- BACK FACE -----</p> <p>Searstep Pathway</p> <p>Land</p> <p>{T}: Add {R}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Blood Crypt</p> <p>Land -- Swamp Mountain</p> <p>({T}: Add {B} or {R}.)</p> <p>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>

Playtest cards - kado222 - Pioneer (Pioneer League)

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

Blooming Marsh <hr/> Land <hr/> This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.	Blooming Marsh <hr/> Land <hr/> This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.	Blooming Marsh <hr/> Land <hr/> This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.	Blot Out 2B <hr/> Instant <hr/> Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Boseiju, Who Endures <hr/> Legendary Land <hr/> {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.	Careful Cultivation 2G <hr/> Enchantment -- Aura <hr/> Enchant artifact or creature As long as enchanted permanent is a creature, it gets +1/+3 and has reach and "{T}: Add {G}{G}." Channel -- {1}{G}, Discard this card: Create a 1/1 green Human Monk creature token with "{T}: Add {G}."	Careful Cultivation 2G <hr/> Enchantment -- Aura <hr/> Enchant artifact or creature As long as enchanted permanent is a creature, it gets +1/+3 and has reach and "{T}: Add {G}{G}." Channel -- {1}{G}, Discard this card: Create a 1/1 green Human Monk creature token with "{T}: Add {G}."	Careful Cultivation 2G <hr/> Enchantment -- Aura <hr/> Enchant artifact or creature As long as enchanted permanent is a creature, it gets +1/+3 and has reach and "{T}: Add {G}{G}." Channel -- {1}{G}, Discard this card: Create a 1/1 green Human Monk creature token with "{T}: Add {G}."
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<div>Careful Cultivation (2)(G)</div> <div>Enchantment -- Aura</div> <div>Enchant artifact or creature As long as enchanted permanent is a creature, it gets +1/+3 and has reach and "{T}: Add {G}{G}." Channel -- {1}{G}, Discard this card: Create a 1/1 green Human Monk creature token with "{T}: Add {G}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Courier's Briefcase (1)(G)</div> <div>Artifact -- Treasure</div> <div>When this artifact enters, create a 1/1 green and white Citizen creature token. {T}, Sacrifice this artifact: Add one mana of any color. {W}{U}{B}{R}{G}, {T}, Sacrifice this artifact: Draw three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Courier's Briefcase (1)(G)</div> <div>Artifact -- Treasure</div> <div>When this artifact enters, create a 1/1 green and white Citizen creature token. {T}, Sacrifice this artifact: Add one mana of any color. {W}{U}{B}{R}{G}, {T}, Sacrifice this artifact: Draw three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Courier's Briefcase (1)(G)</div> <div>Artifact -- Treasure</div> <div>When this artifact enters, create a 1/1 green and white Citizen creature token. {T}, Sacrifice this artifact: Add one mana of any color. {W}{U}{B}{R}{G}, {T}, Sacrifice this artifact: Draw three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Cragcrown Pathway</div> <div>Land</div> <div>{T}: Add {R}.</div> <div>----- BACK FACE -----</div> <div>Timbercrown Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Cragcrown Pathway</div> <div>Land</div> <div>{T}: Add {R}.</div> <div>----- BACK FACE -----</div> <div>Timbercrown Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Cragcrown Pathway</div> <div>Land</div> <div>{T}: Add {R}.</div> <div>----- BACK FACE -----</div> <div>Timbercrown Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Cragcrown Pathway</div> <div>Land</div> <div>{T}: Add {R}.</div> <div>----- BACK FACE -----</div> <div>Timbercrown Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div>Darkbore Pathway</div> <div>Land</div> <div>{T}: Add {B}.</div> <div>----- BACK FACE -----</div> <div>Slitherbore Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Darkbore Pathway</div> <div>Land</div> <div>{T}: Add {B}.</div> <div>----- BACK FACE -----</div> <div>Slitherbore Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Duress</div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Esika's Chariot</div> <div>Legendary Artifact -- Vehicle</div> <div>When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control.</div> <div>Crew 4</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Esika's Chariot</div> <div>Legendary Artifact -- Vehicle</div> <div>When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control.</div> <div>Crew 4</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Fable of the Mirror-Breaker</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</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</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>

Playtest cards - kado222 - Pioneer (Pioneer League)

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Fable of the Mirror-Breaker (2)(R)</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>	<div><div>Fatal Push (B)</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>	<div><div>Fatal Push (B)</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>	<div><div>Fatal Push (B)</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>
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Mana Confluence

Land

{T}, Pay 1 life: Add one mana of any color.

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Land

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Mirrex

Land -- Sphere

{T}: Add {C}.
{T}: Add one mana of any color.
Activate only if this land entered this turn.
{3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)

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Mutavault

Token Land

{T}: Add {C}.
{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.

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Overgrown Tomb

Land - - Swamp Forest

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

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Reckoner Bankbuster

②

Artifact -- Vehicle

This Vehicle enters with three charge counters on it.

{2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."

Crew 3

4/4

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

<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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>([T]): Add [B].)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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3 R

Exile target creature. That creature's controller reveals cards from the top of their library until they reveal a creature card. That player puts that card onto the battlefield, then shuffles the rest into their library.

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③ ④

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③ ④

Exile target creature. That creature's controller reveals cards from the top of their library until they reveal a creature card. That player puts that card onto the battlefield, then shuffles the rest into their library.

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B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sidebar]

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3 B

Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)

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[sideboard]
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② ③

Target player discards two cards.
Then exile that player's graveyard.

[sideboard]

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<p>Go Blank (2)(B)</p> <p>Sorcery</p> <p>Target player discards two cards. Then exile that player's graveyard.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Go Blank (2)(B)</p> <p>Sorcery</p> <p>Target player discards two cards. Then exile that player's graveyard.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Jegantha, the Wellspring (4)(R/G)</p> <p>Legendary Creature -- Elemental Elk</p> <p>Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)</p> <p>{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.</p> <p>[sideboard]</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Ob Nixilis, the Adversary (1)(B)(R)</p> <p>Legendary Planeswalker -- Nixilis</p> <p>Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.)</p> <p>[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.</p> <p>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."</p> <p>[-7]: Target player draws seven cards and loses 7 life.</p> <p>[sideboard]</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Ob Nixilis, the Adversary (1)(B)(R)</p> <p>Legendary Planeswalker -- Nixilis</p> <p>Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.)</p> <p>[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.</p> <p>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."</p> <p>[-7]: Target player draws seven cards and loses 7 life.</p> <p>[sideboard]</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Radiant Flames (2)(R)</p> <p>Sorcery</p> <p>Converge -- Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast this spell.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Radiant Flames (2)(R)</p> <p>Sorcery</p> <p>Converge -- Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast this spell.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Reckoner Bankbuster (2)</p> <p>Artifact -- Vehicle</p> <p>This Vehicle enters with three charge counters on it.</p> <p>{2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."</p> <p>Crew 3</p> <p>[sideboard]</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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<div><div><div>Tibalt, Rakish Instigator (2)(R)</div><div>Legendary Planeswalker -- Tibalt</div><div>Your opponents can't gain life. [-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target." [sideboard]</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Tibalt, Rakish Instigator (2)(R)</div><div>Legendary Planeswalker -- Tibalt</div><div>Your opponents can't gain life. [-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target." [sideboard]</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Unlicensed Hearse (2)</div><div>Artifact -- Vehicle</div><div>{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 [sideboard]</div><div>*/*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	
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