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| <div><div><div>Ancient Cornucopia</div><div>26</div></div><div>Artifact</div><div>Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn.<br/>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ancient Cornucopia</div><div>26</div></div><div>Artifact</div><div>Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn.<br/>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ancient Cornucopia</div><div>26</div></div><div>Artifact</div><div>Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn.<br/>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div><div>Blood Crypt</div></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>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>Blood Crypt</div></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>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>Breeding Pool</div></div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>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>Bring to Light</div><div>36U</div></div><div>Sorcery</div><div>Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bring to Light</div><div>36U</div></div><div>Sorcery</div><div>Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Bring to Light</div><div><div>3</div><div>G</div><div>U</div></div></div> <div>Sorcery</div> <div>Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Bring to Light</div><div><div>3</div><div>G</div><div>U</div></div></div> <div>Sorcery</div> <div>Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                       | <div><div>Consecrate</div><div><div>1</div><div>4/8</div></div></div> <div>Instant</div> <div>Exile target card from a graveyard. Draw a card.</div> <div>----- RIGHT HALF -----</div> <div><div>Consume</div><div><div>2</div><div>W</div><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Deadly Cover-Up</div><div><div>3</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Drowned Catacomb</div></div> <div>Land</div> <div>This land enters tapped unless you control an Island or a Swamp.<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                 | <div><div>Elesh Norn, Mother of Machines</div><div><div>4</div><div>W</div></div></div> <div>Legendary Creature -- Phyrexian Praetor</div> <div>Vigilance<br/>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.</div> <div>4/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fabled Passage</div></div> <div>Land</div> <div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                               | <div><div>Fabled Passage</div></div> <div>Land</div> <div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                          |

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| <div><div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div><div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div><div><div>Fable of the Mirror-Breaker 2R</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fable of the Mirror-Breaker 2R</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Fable of the Mirror-Breaker 2R</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fable of the Mirror-Breaker 2R</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | <div><div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.)<br/>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>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |

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| <div><div>Indatha Triome</div><div>Land -- Plains Swamp Forest</div><div>({T}: Add {W}, {B}, or {G}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Indatha Triome</div><div>Land -- Plains Swamp Forest</div><div>({T}: Add {W}, {B}, or {G}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Indatha Triome</div><div>Land -- Plains Swamp Forest</div><div>({T}: Add {W}, {B}, or {G}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>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>Jetmir's Garden</div><div>Land -- Mountain Forest Plains</div><div>({T}: Add {R}, {G}, or {W}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</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}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kolaghan's Command</div><div>Instant</div><div>Choose two --<br/>* Return target creature card from<br/>your graveyard to your hand.<br/>* Target player discards a card.<br/>* Destroy target artifact.<br/>* Kolaghan's Command deals 2 damage<br/>to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline Binding</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less<br/>to cast for each basic land type<br/>among lands you control.<br/>When this enchantment enters, exile<br/>target nonland permanent an opponent<br/>controls until this enchantment<br/>leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Leyline Binding</div><div>5W</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>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>5W</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>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>5W</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>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>Lightning Helix</div><div>RW</div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                 |
| <div><div>Lightning Helix</div><div>RW</div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                | <div><div>Lightning Helix</div><div>RW</div><div>Instant</div><div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                | <div><div>Mana Confluence</div><div></div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                           | <div><div>Molten Collapse</div><div>BR</div><div>Sorcery</div><div>Choose one. If you descended this turn, you may choose both instead. (You descended if a permanent card was put into your graveyard from anywhere.)<br/>* Destroy target creature or planeswalker.<br/>* Destroy target noncreature, nonland permanent with mana value 1 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                    | <div>Niv-Mizzet Reborn WUBRG</div> <div>Legendary Creature -- Dragon Avatar</div> <div>Flying<br/>When Niv-Mizzet enters, reveal the top ten cards of your library. For each color pair, choose a card that's exactly those colors from among them. Put the chosen cards into your hand and the rest on the bottom of your library in a random order.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                        | <div>Niv-Mizzet Reborn WUBRG</div> <div>Legendary Creature -- Dragon Avatar</div> <div>Flying<br/>When Niv-Mizzet enters, reveal the top ten cards of your library. For each color pair, choose a card that's exactly those colors from among them. Put the chosen cards into your hand and the rest on the bottom of your library in a random order.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                        | <div>Niv-Mizzet, Supreme WUBRG</div> <div>Legendary Creature -- Dragon Avatar</div> <div>Flying, hexproof from monocolored<br/>Each instant and sorcery card in your graveyard that's exactly two colors has jump-start. (You may cast that card from your graveyard by discarding a card in addition to paying its other costs. Then exile it.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Omnath, Locus of Creation RGWU</div> <div>Legendary Creature -- Elemental</div> <div>When Omnath enters, draw a card. Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Omnath, Locus of Creation RGWU</div> <div>Legendary Creature -- Elemental</div> <div>When Omnath enters, draw a card. Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Omnath, Locus of Creation RGWU</div> <div>Legendary Creature -- Elemental</div> <div>When Omnath enters, draw a card. Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Overgrown Tomb</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                               |

Playtest cards - Reikkerr - 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 6/12 - 8 cards - 2.5 x 3.5 in each

**B G**

Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order.

Plot {1}{B}{G} (You may pay {1}{B}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plot {1}{B}{G} (You may pay {1}{B}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

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

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(T): Add {U}, {R}, or {W}.)  
This land enters tapped.  
Cycling {3} ({3}, Discard this card:  
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Whenever Roxanne enters or attacks, create a tapped colorless artifact token named Meteorite with "When this token enters, it deals 2 damage to any target" and "{T}: Add one mana of any color." Whenever you tap an artifact token for mana, add one mana of any type that artifact token produced.

4/3

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(**{T}**: Add **{R}**, **{W}**, or **{B}**.)  
This land enters tapped.  
**Cycling {3}** (**{3}**, Discard this card:  
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

({T}: Add {R}, {W}, or {B}.)  
 This land enters tapped.  
 Cycling {3} ({3}, Discard this card:  
 Draw a card.)

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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 7/12 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Spara's Headquarters</div><div>Land -- Forest Plains Island</div><div>{T}: Add {G}, {W}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                       | <div><div>Spara's Headquarters</div><div>Land -- Forest Plains Island</div><div>{T}: Add {G}, {W}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</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}.)<br/>As this land enters, you may pay 2<br/>life. If you don't, it enters<br/>tapped.</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}.)<br/>As this land enters, you may pay 2<br/>life. If you don't, it enters<br/>tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Sunfall</div><div>Sorcery</div><div>Exile all creatures. Incubate X,<br/>where X is the number of creatures<br/>exiled this way. (Create an<br/>Incubator token with X +1/+1<br/>counters on it and "{2}: Transform<br/>this token." It transforms into a<br/>0/0 Phyrexian artifact creature.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sunpetal Grove</div><div>Land</div><div>This land enters tapped unless you<br/>control a Forest or a Plains.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                       | <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2<br/>life. If you don't, it enters<br/>tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Temple Garden</div> <div>Land -- Forest Plains</div> <div> ({T}: Add {G} or {W}.)<br/> 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</div> <div>botbox.dev</div> </div> </div> | <div> <div>Unmoored Ego</div> <div>Sorcery</div> <div> Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Up the Beanstalk</div> <div>Enchantment</div> <div> When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | <div> <div>Up the Beanstalk</div> <div>Enchantment</div> <div> When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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Playtest cards - Reikkerr - 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 9/12 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Vanishing Verse</div><div><div>W</div><div>B</div></div></div> <div><div>Instant</div><div>Exile target monocolored permanent.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                    | <div><div>Vanishing Verse</div><div><div>W</div><div>B</div></div></div> <div><div>Instant</div><div>Exile target monocolored permanent.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                | <div><div>Vanishing Verse</div><div><div>W</div><div>B</div></div></div> <div><div>Instant</div><div>Exile target monocolored permanent.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                             | <div><div>Wandering Mind</div><div><div>1</div><div>U</div><div>R</div></div></div> <div><div>Creature -- Horror</div><div>Flying<br/>When this creature enters, look at the top six 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.</div></div> <div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Xander's Lounge</div><div>Land -- Island Swamp Mountain</div></div> <div><div>{T}: Add {U}, {B}, or {R}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Zagoth Triome</div><div>Land -- Swamp Forest Island</div></div> <div><div>{T}: Add {B}, {G}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div></div> <div><div>{T}: Add {B}, {R}, or {G}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Ziatora's Proving Ground</div><div>Land -- Swamp Mountain Forest</div></div> <div><div>{T}: Add {B}, {R}, or {G}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                          |

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| <div><div>Ashiok, Dream Render (1)(U/B)(U/B)</div><div>Legendary Planeswalker -- Ashiok</div><div>Spells and abilities your opponents control can't cause their controller to search their library.<br/>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</div><div>[sideboard]</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Beza, the Bounding Spring (2)(W)(W)</div><div>Legendary Creature -- Elemental Elk</div><div>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</div><div>[sideboard]</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Casualties of War (2)(B)(B)(G)(G)</div><div>Sorcery</div><div>Choose one or more --<br/>* Destroy target artifact.<br/>* Destroy target creature.<br/>* Destroy target enchantment.<br/>* Destroy target land.<br/>* Destroy target planeswalker.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dovin's Veto (W)(U)</div><div>Instant</div><div>This spell can't be countered. Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                |
| <div><div>Dovin's Veto (W)(U)</div><div>Instant</div><div>This spell can't be countered. Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                        | <div><div>Fatal Push (B)</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                               | <div><div>Fatal Push (B)</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Fatal Push (B)</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Krenko's Buzzcrusher</b> (2)(R)(R)<br>Artifact Creature -- Insect Thopter<br>Flying, trample<br>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.<br><br>[sideboard]<br><br><div>4/4</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Lightning Helix</b> (R)(W)<br>Instant<br>Lightning Helix deals 3 damage to any target and you gain 3 life.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                              | <b>Mystical Dispute</b> (2)(U)<br>Instant<br>This spell costs {2} less to cast if it targets a blue spell.<br>Counter target spell unless its controller pays {3}.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                   | <b>Mystical Dispute</b> (2)(U)<br>Instant<br>This spell costs {2} less to cast if it targets a blue spell.<br>Counter target spell unless its controller pays {3}.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Notion Thief</b> (2)(U)(B)<br>Creature -- Human Rogue<br>Flash<br>If an opponent would draw a card except the first one they draw in each of their draw steps, instead that player skips that draw and you draw a card.<br><br>[sideboard]<br><br><div>3/1</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                              | <b>Sunfall</b> (3)(W)(W)<br>Sorcery<br>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (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.)<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Yorion, Sky Nomad</b> (3)(W/U)(W/U)<br>Legendary Creature -- Bird Serpent<br>Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br>Flying<br>When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.<br><br>[sideboard]<br><br><div>4/5</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |                                                                                                                                                                                                                                                    |

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sheet 12/12 - 7 cards - 2.5 x 3.5 in each