All That Glitters (1)(W)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 for each artifact and/or enchantment you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aqueous Form (U)

Enchantment -- Aura

Enchant creature
Enchanted creature can't be blocked.
Whenever enchanted creature attacks, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Audacity (G)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)
When this Aura is put into a graveyard from the battlefield, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Audacity (G)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)
When this Aura is put into a graveyard from the battlefield, draw a card.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchant creature
Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)
When this Aura is put into a graveyard from the battlefield, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Botanical Sanctum

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Botanical Sanctum

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This land enters tapped unless you control two or fewer other lands.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - m4v3n - Pioneer (Pioneer League) 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.

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This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brushland

Land

{T}: Add {C}.
{T}: Add {G} or {W}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cartouche of Solidarity (W)

Enchantment -- Aura Cartouche

Enchant creature you control
When this Aura enters, create a 1/1 white Warrior creature token with vigilance.
Enchanted creature gets +1/+1 and has first strike. (It deals combat damage before creatures without first strike.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curious Obsession (U)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card."
At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchant creature
Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card."
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Enchant creature
Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card."
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - m4v3n - Pioneer (Pioneer League) sheet 2/10 - 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.

Ethereal Armor (W)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 for each enchantment you control and has first strike.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 for each enchantment you control and has first strike.

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Ethereal Armor (W)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 for each enchantment you control and has first strike.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Generous Visitor (G)

Creature -- Spirit

Whenever you cast an enchantment spell, put a +1/+1 counter on target creature.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - m4v3n - Pioneer (Pioneer League) sheet 3/10 - 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.

Gladecover Scout (G)

Creature -- Elf Scout

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elf Scout

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Creature -- Elf Scout

Hexproof (This creature can't be the target of spells or abilities your opponents control.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gryff's Boon (W)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+0 and has flying.
{3}{W}: Return this card from your graveyard to the battlefield attached to target creature. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{3}{W}: Return this card from your graveyard to the battlefield attached to target creature. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Mana Confluence

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razorverge Thicket

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {W}.

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{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - m4v3n - Pioneer (Pioneer League) sheet 5/10 - 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.

Saiba Cryptomancer (1)(U)

Creature -- Moonfolk Ninja

Flash
Backup 1 (When this creature enters, put a +1/+1 counter on target creature. If that's another creature, it gains the following ability until end of turn.)
Hexproof

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seachrome Coast

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {U}.

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Playtest cards - m4v3n - Pioneer (Pioneer League) sheet 6/10 - 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.

Sheltered by Ghosts {1}{W}

Enchantment -- Aura

Enchant creature you control
When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.
Enchanted creature gets +1/+0 and has lifelink and ward {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchanted creature gets +1/+0 and has lifelink and ward {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Staggering Insight {W}{U}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 and has lifelink and "Whenever this creature deals combat damage to a player, draw a card."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Staggering Insight {W}{U}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 and has lifelink and "Whenever this creature deals combat damage to a player, draw a card."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Staggering Insight {W}{U}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 and has lifelink and "Whenever this creature deals combat damage to a player, draw a card."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden

Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - m4v3n - Pioneer (Pioneer League) sheet 7/10 - 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.

Toadstool Admirer (G)

Creature -- Ouphe

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
{3}{G}: Put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

{T}: Add {C}.
{T}: Add {G} or {U}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hushbringer (1)(W)

Creature -- Faerie

Flying, lifelink
Creatures entering or dying don't cause abilities to trigger.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

1/2

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Creature -- Faerie

Flying, lifelink
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[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jegantha, the Wellspring (4)(R/G)

Legendary Creature -- Elemental Elk

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.)
{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - m4v3n - Pioneer (Pioneer League) sheet 8/10 - 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.

Light-Paws, Emperor's Voice (1)(W)

Legendary Creature -- Fox Advisor

Whenever an Aura you control enters, if you cast it, you may search your library for an Aura card with mana value less than or equal to that Aura and with a different name than each Aura you control, put that card onto the battlefield attached to Light-Paws, then shuffle.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Fox Advisor

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[sideboard]

2/2

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison (G)

Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
* Each opponent sacrifices an enchantment of their choice.
* Each opponent sacrifices a creature with flying of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison (G)

Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
* Each opponent sacrifices an enchantment of their choice.
* Each opponent sacrifices a creature with flying of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace (1)(W)

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace (1)(W)

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slip Out the Back (U)

Instant

Put a +1/+1 counter on target creature. It phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - m4v3n - Pioneer (Pioneer League) sheet 9/10 - 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.

Slip Out the Back (U)

Instant

Put a +1/+1 counter on target creature. It phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Pierce (U)

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Pierce (U)

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.