

Playtest cards - Onlylands - 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.

Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cragcrown Pathway Land {T}: Add {R}. ----- BACK FACE ----- Timbercrown Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Mystic Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Mystic Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Elvish Mystic Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Mystic Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Esika's Chariot Legendary Artifact -- Vehicle 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. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Esika's Chariot Legendary Artifact -- Vehicle 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. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Esika's Chariot 3 6 Legendary Artifact -- Vehicle 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. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Esika's Chariot 3 6 Legendary Artifact -- Vehicle 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. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Lair of the Hydra Land If you control two or more other lands, this land enters tapped. {T}: Add {G}. {X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Llanowar Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lovestruck Beast Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 ----- ADVENTURE ----- Heart's Desire Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lovestruck Beast Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 ----- ADVENTURE ----- Heart's Desire Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lovestruck Beast Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 ----- ADVENTURE ----- Heart's Desire Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lovestruck Beast 26 Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 ----- ADVENTURE ----- Heart's Desire 6 Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Reckless Stormseeker 2R Creature -- Human Werewolf At the beginning of combat on your turn, target creature you control gets +1/+0 and gains haste until end of turn. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 2/3 Storm-Charged Slasher Creature -- Werewolf At the beginning of combat on your turn, target creature you control gets +2/+0 and gains trample and haste until end of turn. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckless Stormseeker 2R Creature -- Human Werewolf At the beginning of combat on your turn, target creature you control gets +1/+0 and gains haste until end of turn. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 2/3 Storm-Charged Slasher Creature -- Werewolf At the beginning of combat on your turn, target creature you control gets +2/+0 and gains trample and haste until end of turn. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckless Stormseeker 2R Creature -- Human Werewolf At the beginning of combat on your turn, target creature you control gets +1/+0 and gains haste until end of turn. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 2/3 Storm-Charged Slasher Creature -- Werewolf At the beginning of combat on your turn, target creature you control gets +2/+0 and gains trample and haste until end of turn. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roast 1R Sorcery Roast deals 5 damage to target creature without flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Roast 1R Sorcery Roast deals 5 damage to target creature without flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scavenging Ooze 1G Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scavenging Ooze 1G Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scavenging Ooze 1G Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Skysovereign, Consul Flagship 5 Legendary Artifact -- Vehicle Flying Whenever Skysovereign enters or attacks, it deals 3 damage to target creature or planeswalker an opponent controls. Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skysovereign, Consul Flagship 5 Legendary Artifact -- Vehicle Flying Whenever Skysovereign enters or attacks, it deals 3 damage to target creature or planeswalker an opponent controls. Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skysovereign, Consul Flagship 5 Legendary Artifact -- Vehicle Flying Whenever Skysovereign enters or attacks, it deals 3 damage to target creature or planeswalker an opponent controls. Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}. As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}. As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}. As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}. As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

The Akroan War 3R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gain control of target creature for as long as this Saga remains on the battlefield. II -- Until your next turn, creatures your opponents control attack each combat if able. III -- Each tapped creature deals damage to itself equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Akroan War 3R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gain control of target creature for as long as this Saga remains on the battlefield. II -- Until your next turn, creatures your opponents control attack each combat if able. III -- Each tapped creature deals damage to itself equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Akroan War 3R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gain control of target creature for as long as this Saga remains on the battlefield. II -- Until your next turn, creatures your opponents control attack each combat if able. III -- Each tapped creature deals damage to itself equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Akroan War 3R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gain control of target creature for as long as this Saga remains on the battlefield. II -- Until your next turn, creatures your opponents control attack each combat if able. III -- Each tapped creature deals damage to itself equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Damping Sphere 2 Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Damping Sphere 2 Artifact If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Embercleave 4RR Legendary Artifact -- Equipment Flash This spell costs {1} less to cast for each attacking creature you control. When Embercleave enters, attach it to target creature you control. Equipped creature gets +1/+1 and has double strike and trample. Equip {3} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Embercleave 4RR Legendary Artifact -- Equipment Flash This spell costs {1} less to cast for each attacking creature you control. When Embercleave enters, attach it to target creature you control. Equipped creature gets +1/+1 and has double strike and trample. Equip {3} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shapers' Sanctuary 6 Enchantment Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unlicensed Hearse 2 Artifact -- Vehicle {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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unlicensed Hearse 2 Artifact -- Vehicle {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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	