**Atraxa, Grand Unifier** {3}{G}{W}{U}{B}

Legendary Creature -- Phyrexian Angel

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.)

**7/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Bonecrusher Giant** {2}{R}

Creature -- Giant

Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.

**4/3**

- - - ADVENTURE - - -

**Stomp** {1}{R}

Instant -- Adventure

Damage can't be prevented this turn. Stomp deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.

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Instant -- Adventure

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

---

**Breeding Pool**

Land -- Forest Island

({T}: Add {G} 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

---

**Breeding Pool**

Land -- Forest Island

({T}: Add {G} 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

---

**Breeding Pool**

Land -- Forest Island

({T}: Add {G} 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

---

**Breeding Pool**

Land -- Forest Island

({T}: Add {G} 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

---

**Elesh Norn, Mother of Machines** {4}{W}

Legendary Creature -- Phyrexian Praetor

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.

**4/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Playtest cards - adriaferrer - Pioneer (Pioneer League)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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**Enigmatic Incarnation** 2GU

Enchantment

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Fable of the Mirror-Breaker** 2R

Enchantment -- Saga

(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.

- - - BACK FACE - - -

**Reflection of Kiki-Jiki**

Enchantment Creature -- Goblin Shaman

{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.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Fires of Invention {3}{R}

Enchantment

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Heliod, the Radiant Dawn {2}{W}{W}

Legendary Enchantment Creature -- God

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.)

4/4

- - - BACK FACE - - -

## Heliod, the Warped Eclipse

Legendary Enchantment Creature -- Phyrexian God

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.

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Kenrith, the Returned King {4}{W}

Legendary Creature -- Human Noble

{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.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Koma, Cosmos Serpent {3}{G}{G}{U}{U}

Legendary Creature -- Serpent

This spell can't be countered.
At the beginning of each upkeep, create a 3/3 blue Serpent creature token named Koma's Coil.
Sacrifice another Serpent: Choose one --
* Tap target permanent. Its activated abilities can't be activated this turn.
* Koma gains indestructible until end of turn.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Kotose, the Silent Spider {3}{U}{B}

Legendary Creature -- Human Ninja

When Kotose enters, exile target card other than a basic land card from an opponent's graveyard. Search that player's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. For as long as you control Kotose, you may play one of the exiled cards, and you may spend mana as though it were mana of any color to cast it.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Krenko's Buzzcrusher {2}{R}{R}

Artifact Creature -- Insect Thopter

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.

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leyline Binding {5}{W}

Enchantment

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

Flash
Domain -- This spell costs {1} less to cast for each basic land type among lands you control.
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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Otawara, Soaring City

Legendary Land

{T}: Add {U}.
Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Raffine's Tower

Land -- Plains Island Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Raugrin Triome

Land -- Island Mountain Plains

({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

## Sacred Foundry

Land -- Mountain Plains

({T}: Add {R} 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

## Sacred Foundry

Land -- Mountain Plains

({T}: Add {R} 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

## Sacred Foundry

Land -- Mountain Plains

({T}: Add {R} 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

## Sacred Foundry

Land -- Mountain Plains

({T}: Add {R} 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

## Savai Triome

Land -- Mountain Plains Swamp

({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

## Savai Triome

Land -- Mountain Plains Swamp

({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

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Land -- Mountain Plains Swamp

({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

## Spara's Headquarters

Land -- Forest Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spara's Headquarters

Land -- Forest Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spara's Headquarters

Land -- Forest Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

## Sulfur Falls

Land

This land enters tapped unless you control an Island or a Mountain.
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped unless you control an Island or a Mountain.
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped unless you control an Island or a Mountain.
{T}: Add {U} or {R}.

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## Sunpetal Grove

Land

This land enters tapped unless you control a Forest or a Plains.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped unless you control a Forest or a Plains.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped unless you control a Forest or a Plains.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Temporary Lockdown {1}{W}{W}

Enchantment

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

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Enchantment

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Titan of Industry {4}{G}{G}{G}

Creature -- Elemental

Reach, trample
When this creature enters, choose two --
* Destroy target artifact or enchantment.
* Target player gains 5 life.
* Create a 4/4 green Rhino Warrior creature token.
* Put a shield counter on a creature you control.

**7/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tolsimir, Friend to Wolves {2}{G}{G}{W}

Legendary Creature -- Elf Scout

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.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - adriaferrer - Pioneer (Pioneer League)** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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## Touch the Spirit Realm {2}{W}

Enchantment

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Enchantment

When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Zagoth Triome

Land -- Swamp Forest Island

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


PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Cavalier of Dawn {2}{W}{W}{W}

Creature -- Elemental Knight

Vigilance
When this creature enters, destroy up to one target nonland permanent. Its controller creates a 3/3 colorless Golem artifact creature token.
When this creature dies, return target artifact or enchantment card from your graveyard to your hand.

[sideboard]

**4/6**


PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Keruga, the Macrosage {3}{G/U}{G/U}

Legendary Creature -- Dinosaur Hippo

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.

[sideboard]

**5/4**


PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Leyline of the Void {2}{B}{B}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]


PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leyline of the Void {2}{B}{B}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - adriaferrer - Pioneer (Pioneer League)** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Enchantment

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

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If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mystical Dispute {2}{U}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mystical Dispute {2}{U}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mystical Dispute {2}{U}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mystical Dispute {2}{U}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Quakebringer {3}{R}{R}

Creature -- Giant Berserker

Your opponents can't gain life.
At the beginning of your upkeep, Quakebringer deals 2 damage to each opponent. This ability triggers only if Quakebringer is on the battlefield or if Quakebringer is in your graveyard and you control a Giant.
Foretell {2}{R}{R}

[sideboard]

**5/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Supreme Verdict {1}{W}{W}{U}

Sorcery

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - adriaferrer - Pioneer (Pioneer League)** sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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## Temporary Lockdown {1}{W}{W}

Enchantment

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thought Distortion {4}{B}{B}

Sorcery

This spell can't be countered. Target opponent reveals their hand. Exile all noncreature, nonland cards from that player's hand and graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Unmoored Ego {1}{U}{B}

Sorcery

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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