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| <p><b>Atraxa, Grand Unifier</b> (3)(G)(W)(U)(B)</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> <div>7/7</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Breeding Pool</b></p> <p>Land -- Forest Island</p> <p>([T]): Add [G] or [U].)</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>                                                                                               | <p><b>Breeding Pool</b></p> <p>Land -- Forest Island</p> <p>([T]): Add [G] or [U].)</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>                                                                                               | <p><b>Breeding Pool</b></p> <p>Land -- Forest Island</p> <p>([T]): Add [G] or [U].)</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>                                                                                                                                                                                                  |
| <p><b>Cavern of Souls</b></p> <p>Land</p> <p>As this land enters, choose a creature type.</p> <p>[T]: Add [C].</p> <p>[T]: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                   | <p><b>Cavern of Souls</b></p> <p>Land</p> <p>As this land enters, choose a creature type.</p> <p>[T]: Add [C].</p> <p>[T]: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Cavern of Souls</b></p> <p>Land</p> <p>As this land enters, choose a creature type.</p> <p>[T]: Add [C].</p> <p>[T]: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Elesh Norn, Mother of Machines</b> (4)(W)</p> <p>Legendary Creature -- Phyrexian Praetor</p> <p>Vigilance</p> <p>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.</p> <div>4/7</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <div><div><div>Enigmatic Incarnation 2GU</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Enigmatic Incarnation 2GU</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Enigmatic Incarnation 2GU</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Enigmatic Incarnation 2GU</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                     |

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| <div><div><div>Glarb, Calamity's Augur</div><div>BGU</div></div><div>Legendary Creature -- Frog Wizard Noble</div><div>Deathtouch<br/>You may look at the top card of your library any time.<br/>You may play lands and cast spells with mana value 4 or greater from the top of your library.<br/>{T}: Surveil 2.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Glasspool Mimic</div><div>2U</div></div><div>Creature -- Shapeshifter Rogue</div><div>You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types.</div><div>0/0</div><div>----- BACK FACE -----</div><div><div>Glasspool Shore</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Gloomlake Verge</div></div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Gloomlake Verge</div></div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           |
| <div><div><div>Gloomlake Verge</div></div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 | <div><div><div>Gloomlake Verge</div></div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                   | <div><div><div>Go for the Throat</div><div>1B</div></div><div>Instant</div><div>Destroy target nonartifact creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             | <div><div><div>High Noon</div><div>1W</div></div><div>Enchantment</div><div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>High Noon</div><div><div>1</div><div>W</div></div></div> <div>Enchantment</div> <div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>High Noon</div><div><div>1</div><div>W</div></div></div> <div>Enchantment</div> <div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Hushwood Verge</div></div> <div>Land</div> <div>{T}: Add {G}.<br/>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     | <div><div>Hushwood Verge</div></div> <div>Land</div> <div>{T}: Add {G}.<br/>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     |
| <div><div>Hushwood Verge</div></div> <div>Land</div> <div>{T}: Add {G}.<br/>{T}: Add {W}. Activate only if you control a Forest or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                  | <div><div>Indatha Triome</div></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: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                              | <div><div>Indatha Triome</div></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: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Indatha Triome</div></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: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Land -- Plains Swamp Forest

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

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Creature -- Dryad Knight

```
When this creature enters, choose
one --
* Put two +1/+1 counters on this
creature.
* Destroy target artifact or
enchantment.
* You gain 4 life.
```

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## Legendary Creature -- Elder Giant Dog

Vigilance, menace, lifelink  
Whenever Kroxa and Kunoros enters or  
attacks, you may exile five cards  
from your graveyard. When you do,  
return target creature card from  
your graveyard to the battlefield.

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## 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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When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.

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When this enchantment enters, exile  
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controls until this enchantment  
leaves the battlefield.

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## Enchantment

Flash  
When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.

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| <div> <div>Nowhere to Run</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div>Flash</div> <div>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Nowhere to Run</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div>Flash</div> <div>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Nowhere to Run</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div>Flash</div> <div>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Noxious Gearhulk</div> <div> <div>4</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Artifact Creature -- Construct</div> <div>Menace</div> <div>When this creature enters, you may destroy another target creature. If a creature is destroyed this way, you gain life equal to its toughness.</div> <div> <div>5/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                       |
| <div> <div>Overgrown Tomb</div> </div> <div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.)</div> <div>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>Overgrown Tomb</div> </div> <div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.)</div> <div>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>Overgrown Tomb</div> </div> <div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.)</div> <div>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>Overlord of the Balemurk</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</div> <div>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div> <div> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <p><b>Overlord of the Balemurk</b> (3)(B)(B)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Overlord of the Balemurk</b> (3)(B)(B)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Overlord of the Boilerbilges</b> (4)(R)(R)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 4--{2}{R}{R} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, it deals 4 damage to any target.</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                   | <p><b>Overlord of the Floodpits</b> (3)(U)(U)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 4--{1}{U}{U} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Flying</p> <p>Whenever this permanent enters or attacks, draw two cards, then discard a card.</p> <p>5/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                    |
| <p><b>Overlord of the Floodpits</b> (3)(U)(U)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 4--{1}{U}{U} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Flying</p> <p>Whenever this permanent enters or attacks, draw two cards, then discard a card.</p> <p>5/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                   | <p><b>Overlord of the Floodpits</b> (3)(U)(U)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 4--{1}{U}{U} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Flying</p> <p>Whenever this permanent enters or attacks, draw two cards, then discard a card.</p> <p>5/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                   | <p><b>Overlord of the Hauntwoods</b> (3)(G)(G)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Overlord of the Hauntwoods</b> (3)(G)(G)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

Playtest cards - Scooby\_Snacks - Pioneer (Pioneer Challenge 32)

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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| <b>Overlord of the Hauntwoods</b> 3GG<br>Enchantment Creature -- Avatar Horror<br>Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br>Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.<br><div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Overlord of the Hauntwoods</b> 3GG<br>Enchantment Creature -- Avatar Horror<br>Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br>Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.<br><div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Sanctuary Warden</b> 4WW<br>Creature -- Angel Soldier<br>Flying<br>This creature enters with two shield counters on it.<br>Whenever this creature enters or attacks, you may remove a counter from a creature or planeswalker you control. If you do, draw a card and create a 1/1 green and white Citizen creature token.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Skyclave Apparition</b> 1WW<br>Creature -- Kor Spirit<br>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Spara's Headquarters</b><br>Land -- Forest Plains Island<br>({T}: Add {G}, {W}, or {U}.)<br>This land enters tapped.<br>Cycling {3} ({3}, Discard this card: Draw a card.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                        | <b>Spara's Headquarters</b><br>Land -- Forest Plains Island<br>({T}: Add {G}, {W}, or {U}.)<br>This land enters tapped.<br>Cycling {3} ({3}, Discard this card: Draw a card.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                        | <b>Spara's Headquarters</b><br>Land -- Forest Plains Island<br>({T}: Add {G}, {W}, or {U}.)<br>This land enters tapped.<br>Cycling {3} ({3}, Discard this card: Draw a card.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                     | <b>Spara's Headquarters</b><br>Land -- Forest Plains Island<br>({T}: Add {G}, {W}, or {U}.)<br>This land enters tapped.<br>Cycling {3} ({3}, Discard this card: Draw a card.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                               |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Titan of Industry 4GGG</div> <div>Creature -- Elemental</div> <div>Reach, trample<br/>When this creature enters, choose two --<br/>* Destroy target artifact or enchantment.<br/>* Target player gains 5 life.<br/>* Create a 4/4 green Rhino Warrior creature token.<br/>* Put a shield counter on a creature you control.</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Up the Beanstalk 1G</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Up the Beanstalk 1G</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>  | <div>Up the Beanstalk 1G</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>  | <div>Up the Beanstalk 1G</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                |

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| <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<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>Watery Grave</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<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>Watery Grave</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<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>Zagoth Triome</div><div>Land -- Swamp Forest Island</div><div>({T}: Add {B}, {G}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                             |
| <div><div>Zagoth Triome</div><div>Land -- Swamp Forest Island</div><div>({T}: Add {B}, {G}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Zagoth Triome</div><div>Land -- Swamp Forest Island</div><div>({T}: Add {B}, {G}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Zagoth Triome</div><div>Land -- Swamp Forest Island</div><div>({T}: Add {B}, {G}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Zur, Eternal Schemer <span>WUB</span></div><div>Legendary Creature -- Human Wizard</div><div>Flying<br/>Enchantment creatures you control have deathtouch, lifelink, and hexproof.<br/>{1}{W}: Target non-Aura enchantment you control becomes a creature in addition to its other types and has base power and base toughness each equal to its mana value.</div><div>1/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Agent of Treachery</b> <span>(5)(U)(U)</span> </div> <div>           Creature -- Human Rogue         </div> <div> <p>When this creature enters, gain control of target permanent. At the beginning of your end step, if you control three or more permanents you don't own, draw three cards.</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Archon of Emerica</b> <span>(2)(W)</span> </div> <div>           Creature -- Archon         </div> <div> <p>Flying</p> <p>Each player can't cast more than one spell each turn.</p> <p>Nonbasic lands your opponents control enter tapped.</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                              | <div> <b>Go for the Throat</b> <span>(1)(B)</span> </div> <div>           Instant         </div> <div> <p>Destroy target nonartifact creature.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                           | <div> <b>Knockout Blow</b> <span>(2)(W)</span> </div> <div>           Instant         </div> <div> <p>This spell costs {2} less to cast if it targets a red creature. Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Knockout Blow</b> <span>(2)(W)</span> </div> <div>           Instant         </div> <div> <p>This spell costs {2} less to cast if it targets a red creature. Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                          | <div> <b>Nezahal, Primal Tide</b> <span>(5)(U)(U)</span> </div> <div>           Legendary Creature -- Elder Dinosaur         </div> <div> <p>This spell can't be countered. You have no maximum hand size. Whenever an opponent casts a noncreature spell, draw a card. Discard three cards: Exile Nezahal. Return it to the battlefield tapped under its owner's control at the beginning of the next end step.</p> <p>[sideboard]</p> </div> <div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Nimble Larcenist</b> <span>(W)(U)(B)</span> </div> <div>           Creature -- Bird Rogue         </div> <div> <p>Flying</p> <p>When this creature enters, target opponent reveals their hand. You choose an artifact, instant, or sorcery card from it and exile that card.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Thought Distortion</b> <span>(4)(B)(B)</span> </div> <div>           Sorcery         </div> <div> <p>This spell can't be countered. Target opponent reveals their hand. Exile all noncreature, nonland cards from that player's hand and graveyard.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>     |

Playtest cards - Scooby\_Snacks - Pioneer (Pioneer Challenge 32)

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 11/12 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Thought Distortion</div><div><div>4</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div><p>This spell can't be countered.<br/>Target opponent reveals their hand.<br/>Exile all noncreature, nonland cards from that player's hand and graveyard.</p><p>[sideboard]</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Thought Distortion</div><div><div>4</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div><p>This spell can't be countered.<br/>Target opponent reveals their hand.<br/>Exile all noncreature, nonland cards from that player's hand and graveyard.</p><p>[sideboard]</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Thoughtseize</div><div><div>B</div></div></div> <div>Sorcery</div> <div><p>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</p><p>[sideboard]</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                  | <div><div>Thoughtseize</div><div><div>B</div></div></div> <div>Sorcery</div> <div><p>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</p><p>[sideboard]</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Thoughtseize</div><div><div>B</div></div></div> <div>Sorcery</div> <div><p>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</p><p>[sideboard]</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                        | <div><div>Thoughtseize</div><div><div>B</div></div></div> <div>Sorcery</div> <div><p>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</p><p>[sideboard]</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                        | <div><div>Yorion, Sky Nomad</div><div><div>3</div><div>W/U</div><div>W/U</div></div></div> <div>Legendary Creature -- Bird Serpent</div> <div><p>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.)</p><p>Flying</p><p>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.</p><p>[sideboard]</p></div> <div><div>4/5</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |                                                                                                                                                                                                                                                                                                             |