

Bleachbone Verge Land {T}: Add {B}. {T}: Add {W}. Activate only if you control a Plains or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bleachbone Verge Land {T}: Add {B}. {T}: Add {W}. Activate only if you control a Plains or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brightclimb Pathway Card OTHER FACE Brightclimb Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brightclimb Pathway Card OTHER FACE Brightclimb Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

{T}: Add {W}.
Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.

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B

Instant

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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① ② W

Creature -- Spirit

{W}, Exile three cards from your graveyard: This creature gains first strike until end of turn.
Discard a card: Exile this creature.
Return it to the battlefield under its owner's control at the beginning of the next end step.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geier Reach Sanitarium Legendary Land {T}: Add {C}. {2}, {T}: Each player draws a card, then discards a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Godless Shrine Land -- Plains Swamp {T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Godless Shrine Land -- Plains Swamp {T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Godless Shrine Land -- Plains Swamp {T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Godless Shrine Land -- Plains Swamp {T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greasefang, Okiba Boss ①④③ Legendary Creature -- Rat Pilot At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greasefang, Okiba Boss ①④③ Legendary Creature -- Rat Pilot At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greasefang, Okiba Boss ①④③ Legendary Creature -- Rat Pilot At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Lorens - 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 3/10 - 8 cards - 2.5 x 3.5 in each

Greasefang, Okiba Boss ①①① Legendary Creature -- Rat Pilot At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian of New Benalia ①① Creature -- Human Soldier Enlist (As this creature attacks, you may tap a nonattacking creature you control without summoning sickness. When you do, add its power to this creature's until end of turn.) Whenever this creature enlists a creature, scry 2. Discard a card: This creature gains indestructible until end of turn. Tap it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian of New Benalia ①① Creature -- Human Soldier Enlist (As this creature attacks, you may tap a nonattacking creature you control without summoning sickness. When you do, add its power to this creature's until end of turn.) Whenever this creature enlists a creature, scry 2. Discard a card: This creature gains indestructible until end of turn. Tap it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian of New Benalia ①① Creature -- Human Soldier Enlist (As this creature attacks, you may tap a nonattacking creature you control without summoning sickness. When you do, add its power to this creature's until end of turn.) Whenever this creature enlists a creature, scry 2. Discard a card: This creature gains indestructible until end of turn. Tap it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Seasoned Hallowblade 1 W Creature -- Human Warrior Discard a card: Tap this creature. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seasoned Hallowblade 1 W Creature -- Human Warrior Discard a card: Tap this creature. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seasoned Hallowblade 1 W Creature -- Human Warrior Discard a card: Tap this creature. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seasoned Hallowblade 1 W Creature -- Human Warrior Discard a card: Tap this creature. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shadowy Backstreet Land -- Plains Swamp {T}: Add {W} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shadowy Backstreet Land -- Plains Swamp {T}: Add {W} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev

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 PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

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You choose a nonland card from it.
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Legendary Land

Each land is a Swamp in addition to its other land types.

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1 B

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Flash
If a nontoken creature would enter
and it wasn't cast, exile it
instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Flash
If a nontoken creature would enter
and it wasn't cast, exile it
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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Target player discards two cards.
Then exile that player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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

2 B B

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Deathtouch
Whenever you draw a card, you gain 2
life.
Whenever an opponent draws a card,
they lose 2 life.
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4/5

Vanishing Verse W B Instant Exile target monocolored permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vanishing Verse W B Instant Exile target monocolored permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vanishing Verse W B Instant Exile target monocolored permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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