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| <b>Boseiju, Who Endures</b><br><hr/> Legendary Land<br><hr/> {T}: Add {G}.<br>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. | <b>Cavalier of Thorns 2GGG</b><br><hr/> Creature -- Elemental Knight<br><hr/> Reach<br>When this creature enters, reveal the top five cards of your library. Put a land card from among them onto the battlefield and the rest into your graveyard.<br>When this creature dies, you may exile it. If you do, put another target card from your graveyard on top of your library. | <b>Cavalier of Thorns 2GGG</b><br><hr/> Creature -- Elemental Knight<br><hr/> Reach<br>When this creature enters, reveal the top five cards of your library. Put a land card from among them onto the battlefield and the rest into your graveyard.<br>When this creature dies, you may exile it. If you do, put another target card from your graveyard on top of your library. | <b>Cavalier of Thorns 2GGG</b><br><hr/> Creature -- Elemental Knight<br><hr/> Reach<br>When this creature enters, reveal the top five cards of your library. Put a land card from among them onto the battlefield and the rest into your graveyard.<br>When this creature dies, you may exile it. If you do, put another target card from your graveyard on top of your library. |
| <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                              | <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                     | <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                     | <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                     |
| <b>Cavalier of Thorns 2GGG</b><br><hr/> Creature -- Elemental Knight<br><hr/> Reach<br>When this creature enters, reveal the top five cards of your library. Put a land card from among them onto the battlefield and the rest into your graveyard.<br>When this creature dies, you may exile it. If you do, put another target card from your graveyard on top of your library.                          | <b>Elvish Mystic G</b><br><hr/> Creature -- Elf Druid<br><hr/> {T}: Add {G}.                                                                                                                                                                                                                                                                                                     | <b>Elvish Mystic G</b><br><hr/> Creature -- Elf Druid<br><hr/> {T}: Add {G}.                                                                                                                                                                                                                                                                                                     | <b>Elvish Mystic G</b><br><hr/> Creature -- Elf Druid<br><hr/> {T}: Add {G}.                                                                                                                                                                                                                                                                                                     |
| <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                              | <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                     | <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                     | <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                     |

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| <div><div><div>Elvish Mystic</div><div>6</div></div><div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                   | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Activated abilities of artifacts your opponents control can't be activated.

[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.

[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.

**L 5**

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L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Whenever a creature you control with power 4 or greater enters, draw a card.

[-1]: Untap target permanent.

**L 7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Kiora, Behemoth Beckoner</b> (2)(6/U)<br>Legendary Planeswalker -- Kiora<br>Whenever a creature you control with power 4 or greater enters, draw a card.<br>[-1]: Untap target permanent.<br><div>L 7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Lair of the Hydra</b><br>Land<br>If you control two or more other lands, this land enters tapped.<br>{T}: Add {G}.<br>{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. | <b>Lair of the Hydra</b><br>Land<br>If you control two or more other lands, this land enters tapped.<br>{T}: Add {G}.<br>{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. | <b>Llanowar Elves</b> (G)<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                            |
| <b>Llanowar Elves</b> (G)<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                          | <b>Llanowar Elves</b> (G)<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                         | <b>Llanowar Elves</b> (G)<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                         | <b>Nicol Bolas, Dragon-God</b> (U)(B)(B)(B)(R)<br>Legendary Planeswalker -- Bolas<br>Nicol Bolas has all loyalty abilities of all other planeswalkers on the battlefield.<br>[+1]: You draw a card. Each opponent exiles a card from their hand or a permanent they control.<br>[-3]: Destroy target creature or planeswalker.<br>[-8]: Each opponent who doesn't control a legendary creature or planeswalker loses the game.<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

## Nykthos, Shrine to Nyx

## Legendary Land

{T}: Add {C}.  
{2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.)

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## Nykthos, Shrine to Nyx

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## Nykthos, Shrine to Nyx

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Oath of Nissa

**G**

### Legendary Enchantment

When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

You may spend mana as though it were mana of any color to cast planeswalker spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Oath of Nissa

**G**

### Legendary Enchantment

When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Oath of Nissa

**G**

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When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

You may spend mana as though it were mana of any color to cast planeswalker spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Oath of Nissa

Ⓒ

### Legendary Enchantment

When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

You may spend mana as though it were mana of any color to cast planeswalker spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Old-Growth Troll

Ⓒ

**G**

⑥

Creature -- Troll Warrior

Trample  
When Old-Growth Troll dies, if it was a creature, return it to the battlefield. It's an Aura enchantment with enchant Forest you control and "Enchanted Forest has '{T}: Add {G}{G}' and '{1}, {T}, Sacrifice this land: Create a tapped 4/4 green Troll Warrior creature token with trample."

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4/4

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| <p><b>Old-Growth Troll</b> (G)(G)(G)</p> <p>Creature -- Troll Warrior</p> <hr/> <p>Trample<br/>When Old-Growth Troll dies, if it was a creature, return it to the battlefield. It's an Aura enchantment with enchant Forest you control and "Enchanted Forest has '{T}: Add {G}{G}' and '{1}, {T}, Sacrifice this land: Create a tapped 4/4 green Troll Warrior creature token with trample.'"</p> <div>4/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Old-Growth Troll</b> (G)(G)(G)</p> <p>Creature -- Troll Warrior</p> <hr/> <p>Trample<br/>When Old-Growth Troll dies, if it was a creature, return it to the battlefield. It's an Aura enchantment with enchant Forest you control and "Enchanted Forest has '{T}: Add {G}{G}' and '{1}, {T}, Sacrifice this land: Create a tapped 4/4 green Troll Warrior creature token with trample.'"</p> <div>4/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Old-Growth Troll</b> (G)(G)(G)</p> <p>Creature -- Troll Warrior</p> <hr/> <p>Trample<br/>When Old-Growth Troll dies, if it was a creature, return it to the battlefield. It's an Aura enchantment with enchant Forest you control and "Enchanted Forest has '{T}: Add {G}{G}' and '{1}, {T}, Sacrifice this land: Create a tapped 4/4 green Troll Warrior creature token with trample.'"</p> <div>4/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Storm the Festival</b> (3)(G)(G)(G)</p> <p>Sorcery</p> <hr/> <p>Look at the top five cards of your library. You may put up to two permanent cards with mana value 5 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.<br/>Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                   |
| <p><b>Storm the Festival</b> (3)(G)(G)(G)</p> <p>Sorcery</p> <hr/> <p>Look at the top five cards of your library. You may put up to two permanent cards with mana value 5 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.<br/>Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>          | <p><b>Storm the Festival</b> (3)(G)(G)(G)</p> <p>Sorcery</p> <hr/> <p>Look at the top five cards of your library. You may put up to two permanent cards with mana value 5 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.<br/>Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>          | <p><b>Storm the Festival</b> (3)(G)(G)(G)</p> <p>Sorcery</p> <hr/> <p>Look at the top five cards of your library. You may put up to two permanent cards with mana value 5 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.<br/>Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>          | <p><b>Teferi, Who Slows the Sunset</b> (2)(W)(U)</p> <p>Legendary Planeswalker -- Teferi</p> <hr/> <p>[+1]: Choose up to one target artifact, up to one target creature, and up to one target land. Untap the chosen permanents you control. Tap the chosen permanents you don't control. You gain 2 life.<br/>[-2]: Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.<br/>[-7]: You get an emblem with "Untap all permanents you control during each opponent's untap step" and "You draw a card during each opponent's draw step."</p> <div>L 4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

Playtest cards - Ishan - 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 7/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Wolfwillow Haven</div><div>16</div></div> <div>Enchantment -- Aura</div> <div>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.<br/>{4}{G}, Sacrifice this Aura: Create a 2/2 green Wolf creature token.<br/>Activate only during your turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                        | <div><div>Wolfwillow Haven</div><div>16</div></div> <div>Enchantment -- Aura</div> <div>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.<br/>{4}{G}, Sacrifice this Aura: Create a 2/2 green Wolf creature token.<br/>Activate only during your turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   | <div><div>Wolfwillow Haven</div><div>16</div></div> <div>Enchantment -- Aura</div> <div>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.<br/>{4}{G}, Sacrifice this Aura: Create a 2/2 green Wolf creature token.<br/>Activate only during your turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Wolfwillow Haven</div><div>16</div></div> <div>Enchantment -- Aura</div> <div>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.<br/>{4}{G}, Sacrifice this Aura: Create a 2/2 green Wolf creature token.<br/>Activate only during your turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Cityscape Leveler</div><div>8</div></div> <div>Artifact Creature -- Construct</div> <div>Trample<br/>When you cast this spell and whenever this creature attacks, destroy up to one target nonland permanent. Its controller creates a tapped Powerstone token.<br/>Unearth {8}</div> <div>[sideboard]</div> <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Damping Sphere</div><div>2</div></div> <div>Artifact</div> <div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>God-Pharaoh's Statue</div><div>6</div></div> <div>Legendary Artifact</div> <div>Spells your opponents cast cost {2} more to cast.<br/>At the beginning of your end step, each opponent loses 1 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                    | <div><div>Haywire Mite</div><div>1</div></div> <div>Artifact Creature -- Insect</div> <div>When this creature dies, you gain 2 life.<br/>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                               |

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| <div> <div>Heart of Kiran</div> <div>2</div> </div> <div> <div> <div>Legendary Artifact -- Vehicle</div> <div> <p>Flying, vigilance</p> <p>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.)</p> <p>You may remove a loyalty counter from a planeswalker you control rather than pay Heart of Kiran's crew cost.</p> </div> <div>[sideboard]</div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>            | <div> <div>Pestilent Cauldron</div> <div>2B</div> </div> <div> <div> <div>Artifact</div> <div> <p>{T}, Discard a card: Create a 1/1 black and green Pest creature token with "When this token dies, you gain 1 life."</p> <p>{1}, {T}: Each opponent mills cards equal to the amount of life you gained this turn.</p> <p>{4}, {T}: Exile four target cards from a single graveyard. Draw a card.</p> </div> <div>[sideboard]</div> <div>----- BACK FACE -----</div> <div> <div>Restorative Burst</div> <div>3GG</div> </div> <div> <div>Sorcery</div> <div> <p>Return up to two target creature, land, and/or planeswalker cards from your graveyard to your hand. Each player gains 4 life. Exile Restorative Burst.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Pithing Needle</div> <div>1</div> </div> <div> <div> <div>Artifact</div> <div> <p>As this artifact enters, choose a card name.</p> <p>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</p> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                    | <div> <div>Ratchet Bomb</div> <div>2</div> </div> <div> <div> <div>Artifact</div> <div> <p>{T}: Put a charge counter on this artifact.</p> <p>{T}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</p> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Skysovereign, Consul Flagship</div> <div>5</div> </div> <div> <div> <div>Legendary Artifact -- Vehicle</div> <div> <p>Flying</p> <p>Whenever Skysovereign enters or attacks, it deals 3 damage to target creature or planeswalker an opponent controls.</p> <p>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.)</p> </div> <div>[sideboard]</div> <div>6/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>The Chain Veil</div> <div>4</div> </div> <div> <div> <div>Legendary Artifact</div> <div> <p>At the beginning of your end step, if you didn't activate a loyalty ability of a planeswalker this turn, you lose 2 life.</p> <p>{4}, {T}: For each planeswalker you control, you may activate one of its loyalty abilities once this turn as though none of its loyalty abilities have been activated this turn.</p> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                               | <div> <div>The Stone Brain</div> <div>2</div> </div> <div> <div> <div>Legendary Artifact</div> <div> <p>{2}, {T}, Exile The Stone Brain: 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. Activate only as a sorcery.</p> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tormod's Crypt</div> <div>0</div> </div> <div> <div> <div>Artifact</div> <div> <p>{T}, Sacrifice this artifact: Exile target player's graveyard.</p> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                         |

Playtest cards - Ishan\_ - 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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Treasure Vault</div> <div>Artifact Land</div> <div> <p>{T}: Add {C}.</p> <p>{X}{X}, {T}, Sacrifice this land:<br/>Create X Treasure tokens.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Unlicensed Hearse2</div> <div>Artifact -- Vehicle</div> <div> <p>{T}: Exile up to two target cards from a single graveyard.</p> <p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p> <p>Crew 2</p> <p>[sideboard]</p> </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Woodcaller Automaton18</div> <div>Artifact Creature -- Construct</div> <div> <p>Prototype {2}{G}{G} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)</p> <p>When this creature enters, if you cast it, untap target land you control. It becomes a Treefolk creature with haste and base power and toughness equal to this creature's power and toughness. It's still a land.</p> <p>[sideboard]</p> </div> <div> <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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