

Boseiju, Who Endures Legendary Land {T}: Add {G}. 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. <div>5/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. 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. <div>5/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavalier of Thorns 2GGG Creature -- Elemental Knight Reach 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. 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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavalier of Thorns 2GGG Creature -- Elemental Knight Reach 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. 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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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<div><div>Elvish Mystic</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Elvish Mystic</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Elvish Mystic</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>
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G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Old-Growth Troll

Creature -- Troll Warrior

{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.)

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."

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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."

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Troll Warrior

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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."

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<p>Old-Growth Troll (G)(G)(G)</p> <p>Creature -- Troll Warrior</p> <p>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.'"</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Outcaster Trailblazer (2)(G)</p> <p>Creature -- Human Druid</p> <p>When this creature enters, add one mana of any color. Whenever another creature you control with power 4 or greater enters, draw a card. Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</p> <p>4/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Outcaster Trailblazer (2)(G)</p> <p>Creature -- Human Druid</p> <p>When this creature enters, add one mana of any color. Whenever another creature you control with power 4 or greater enters, draw a card. Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</p> <p>4/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Outcaster Trailblazer (2)(G)</p> <p>Creature -- Human Druid</p> <p>When this creature enters, add one mana of any color. Whenever another creature you control with power 4 or greater enters, draw a card. Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</p> <p>4/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Outcaster Trailblazer (2)(G)</p> <p>Creature -- Human Druid</p> <p>When this creature enters, add one mana of any color. Whenever another creature you control with power 4 or greater enters, draw a card. Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</p> <p>4/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Storm the Festival (3)(G)(G)(G)</p> <p>Sorcery</p> <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. Flashback {7}{G}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>4/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Storm the Festival (3)(G)(G)(G)</p> <p>Sorcery</p> <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. Flashback {7}{G}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>4/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Storm the Festival (3)(G)(G)(G)</p> <p>Sorcery</p> <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. Flashback {7}{G}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>4/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div> Storm the Festival 3GGG </div> <div>Sorcery</div> <div> <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.</p> <p>Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Sunken Citadel </div> <div>Land -- Cave</div> <div> <p>This land enters tapped. As it enters, choose a color.</p> <p>{T}: Add one mana of the chosen color.</p> <p>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</p> </div> <div> <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Ulvenwald Oddity 2GG </div> <div>Creature -- Beast</div> <div> <p>Trample, haste</p> <p>{5}{G}{G}: Transform this creature.</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> <div> <div>BACK FACE</div> </div> <div> Ulvenwald Behemoth </div> <div>Creature -- Beast Horror</div> <div> <p>Trample, haste</p> <p>Other creatures you control get +1/+1 and have trample and haste.</p> </div> <div> <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Ulvenwald Oddity 2GG </div> <div>Creature -- Beast</div> <div> <p>Trample, haste</p> <p>{5}{G}{G}: Transform this creature.</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> <div> <div>BACK FACE</div> </div> <div> Ulvenwald Behemoth </div> <div>Creature -- Beast Horror</div> <div> <p>Trample, haste</p> <p>Other creatures you control get +1/+1 and have trample and haste.</p> </div> <div> <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Arasta of the Endless Web 2GG </div> <div>Legendary Enchantment Creature -- Spider</div> <div> <p>Reach</p> <p>Whenever an opponent casts an instant or sorcery spell, create a 1/2 green Spider creature token with reach.</p> <p>[sideboard]</p> </div> <div> <div>3/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Cityscape Leveler 8 </div> <div>Artifact Creature -- Construct</div> <div> <p>Trample</p> <p>When you cast this spell and whenever this creature attacks, destroy up to one target nonland permanent. Its controller creates a tapped Powerstone token.</p> <p>Unearth {8}</p> <p>[sideboard]</p> </div> <div> <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Elder Gargaroth 3GG </div> <div>Creature -- Beast</div> <div> <p>Reach, vigilance, trample</p> <p>Whenever this creature attacks or blocks, choose one --</p> <ul style="list-style-type: none"> * Create a 3/3 green Beast creature token. * You gain 3 life. * Draw a card. <p>[sideboard]</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Elder Gargaroth 3GG </div> <div>Creature -- Beast</div> <div> <p>Reach, vigilance, trample</p> <p>Whenever this creature attacks or blocks, choose one --</p> <ul style="list-style-type: none"> * Create a 3/3 green Beast creature token. * You gain 3 life. * Draw a card. <p>[sideboard]</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Emrakul, the Promised End (13)

Legendary Creature -- Eldrazi

This spell costs {1} less to cast for each card type among cards in your graveyard. When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn. Flying, trample, protection from instants

[sideboard]

13/13

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison (G)

Sorcery

Choose one --

- * Each opponent sacrifices an artifact of their choice.
- * Each opponent sacrifices an enchantment of their choice.
- * Each opponent sacrifices a creature with flying of their choice.

[sideboard]

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Pick Your Poison (G)

Sorcery

Choose one --

- * Each opponent sacrifices an artifact of their choice.
- * Each opponent sacrifices an enchantment of their choice.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison (G)

Sorcery

```
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* Each opponent sacrifices an
  artifact of their choice.
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* Each opponent sacrifices a
  creature with flying of their
  choice.
```

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tail Swipe (G)

Instant

Choose target creature you control and target creature you don't control. If you cast this spell during your main phase, the creature you control gets +1/+1 until end of turn. Then those creatures fight each other. (Each deals damage equal to its power to the other.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tail Swipe (G)

Instant

Choose target creature you control and target creature you don't control. If you cast this spell during your main phase, the creature you control gets +1/+1 until end of turn. Then those creatures fight each other. (Each deals damage equal to its power to the other.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Choose target creature you control and target creature you don't control. If you cast this spell during your main phase, the creature you control gets +1/+1 until end of turn. Then those creatures fight each other. (Each deals damage equal to its power to the other.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Stone Brain ②

Legendary Artifact

{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.

[sideboard]

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②

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[sidebar]

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{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2

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[sidebar]
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