

Breeding Pool

Land -- Forest Island

($\{T\}$: Add $\{G\}$ or $\{U\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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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.

5/6

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Elvish Mystic (G)

Creature -- Elf Druid

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

1/1

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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>Fae of Wishes</div><div>1U</div><div>Creature -- Faerie Wizard</div><div>Flying</div><div>{1}{U}, Discard two cards: Return this creature to its owner's hand.</div><div>1/4</div><div>--- ADVENTURE ---</div><div><div>Granted</div><div>3U</div><div>Sorcery -- Adventure</div><div>You may reveal a noncreature card you own from outside the game and put it into your hand.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Playtest cards - Trailovsky - 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

<div><div><div>Kiora, Behemoth Beckoner (2)(6/U)</div><div>Legendary Planeswalker -- Kiora</div><div>Whenever a creature you control with power 4 or greater enters, draw a card. [-1]: Untap target permanent.</div><div>L 7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Kiora, Behemoth Beckoner (2)(6/U)</div><div>Legendary Planeswalker -- Kiora</div><div>Whenever a creature you control with power 4 or greater enters, draw a card. [-1]: Untap target permanent.</div><div>L 7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Kiora, Behemoth Beckoner (2)(6/U)</div><div>Legendary Planeswalker -- Kiora</div><div>Whenever a creature you control with power 4 or greater enters, draw a card. [-1]: Untap target permanent.</div><div>L 7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Lair of the Hydra</div><div>Land</div><div>If you control two or more other lands, this land enters tapped. {T}: Add {G}. {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.</div></div></div>
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Outcaster Trailblazer ②⑥ <hr/> Creature -- Human Druid <hr/> <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> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Outcaster Trailblazer ②⑥ <hr/> Creature -- Human Druid <hr/> <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> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Storm the Festival ③⑥⑥⑥ <hr/> Sorcery <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. Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Storm the Festival ③⑥⑥⑥ <hr/> Sorcery <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. Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div>Approach of the Second Sun</div> <div>Sorcery</div> <div> <p>If this spell was cast from your hand and you've cast another spell named Approach of the Second Sun this game, you win the game. Otherwise, put Approach of the Second Sun into its owner's library seventh from the top and you gain 7 life.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Gather Courage</div> <div>Instant</div> <div> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</p> <p>Target creature gets +2/+2 until end of turn.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Gather Courage</div> <div>Instant</div> <div> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</p> <p>Target creature gets +2/+2 until end of turn.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Gather Courage</div> <div>Instant</div> <div> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</p> <p>Target creature gets +2/+2 until end of turn.</p> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

G

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Target creature gets +2/+2 until end of turn.

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G

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.

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Legendary Land

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

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G

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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.
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2GG

{X}{X}{G}: Monstrosity X. (If this creature isn't monstrous, put X +1/+1 counters on it and it becomes monstrous.)

When Polukranos becomes monstrous, it deals X damage divided as you choose among any number of target creatures your opponents control. Each of those creatures deals damage equal to its power to Polukranos.

5/5

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G

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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{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.

[sidebar]

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6 G G

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Look at the top twenty cards of your library. You may reveal up to two creature cards from among them. If this spell was bargained, put the revealed cards onto the battlefield. Otherwise, put the revealed cards into your hand. Then shuffle.

[sideboard]

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②

{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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