

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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Castle Garenbrig Land This land enters tapped unless you control a Forest. {T}: Add {G}. {2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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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>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>Floriferous Vinewall</div><div>16</div><div>Creature -- Plant Wall</div><div>Defender</div><div>When this creature enters, look at the top six cards of your library. You may reveal a land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Floriferous Vinewall</div><div>16</div><div>Creature -- Plant Wall</div><div>Defender</div><div>When this creature enters, look at the top six cards of your library. You may reveal a land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>0/2</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>	<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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<div><div>Invasion of Ixalan16</div><div>Battle -- Siege</div><div>(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at the top five cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>D 4</div><div>----- BACK FACE -----</div><div><div>Belligerent Regisaur</div><div>Creature -- Dinosaur</div><div>Trample Whenever you cast a spell, this creature gains indestructible until end of turn.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Invasion of Ixalan16</div><div>Battle -- Siege</div><div>(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at the top five cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>D 4</div><div>----- BACK FACE -----</div><div><div>Belligerent Regisaur</div><div>Creature -- Dinosaur</div><div>Trample Whenever you cast a spell, this creature gains indestructible until end of turn.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Invasion of Ixalan16</div><div>Battle -- Siege</div><div>(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at the top five cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>D 4</div><div>----- BACK FACE -----</div><div><div>Belligerent Regisaur</div><div>Creature -- Dinosaur</div><div>Trample Whenever you cast a spell, this creature gains indestructible until end of turn.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Invasion of Ixalan16</div><div>Battle -- Siege</div><div>(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at the top five cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>D 4</div><div>----- BACK FACE -----</div><div><div>Belligerent Regisaur</div><div>Creature -- Dinosaur</div><div>Trample Whenever you cast a spell, this creature gains indestructible until end of turn.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<p>Kiora, Behemoth Beckoner (2)(6/W)</p> <p>Legendary Planeswalker -- Kiora</p> <p>Whenever a creature you control with power 4 or greater enters, draw a card.</p> <p>[-1]: Untap target permanent.</p> <p>L 7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Kiora, Behemoth Beckoner (2)(6/W)</p> <p>Legendary Planeswalker -- Kiora</p> <p>Whenever a creature you control with power 4 or greater enters, draw a card.</p> <p>[-1]: Untap target permanent.</p> <p>L 7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Kiora, Behemoth Beckoner (2)(6/W)</p> <p>Legendary Planeswalker -- Kiora</p> <p>Whenever a creature you control with power 4 or greater enters, draw a card.</p> <p>[-1]: Untap target permanent.</p> <p>L 7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Kiora, Behemoth Beckoner (2)(6/W)</p> <p>Legendary Planeswalker -- Kiora</p> <p>Whenever a creature you control with power 4 or greater enters, draw a card.</p> <p>[-1]: Untap target permanent.</p> <p>L 7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Lair of the Hydra</p> <p>Land</p> <p>If you control two or more other lands, this land enters tapped.</p> <p>{T}: Add {G}.</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Lair of the Hydra</p> <p>Land</p> <p>If you control two or more other lands, this land enters tapped.</p> <p>{T}: Add {G}.</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Leyline of the Guildpact (6/W)(6/W)(6/G)(R/G)</p> <p>Enchantment</p> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.</p> <p>Each nonland permanent you control is all colors.</p> <p>Lands you control are every basic land type in addition to their other types.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Leyline of the Guildpact (6/W)(6/W)(6/G)(R/G)</p> <p>Enchantment</p> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.</p> <p>Each nonland permanent you control is all colors.</p> <p>Lands you control are every basic land type in addition to their other types.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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<p>Llanowar Elves </p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G}.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Llanowar Elves </p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G}.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Nykthos, Shrine to Nyx</p> <p>Legendary Land</p> <p>{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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Nykthos, Shrine to Nyx</p> <p>Legendary Land</p> <p>{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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - Thief_Of_Crowns - Pioneer (Pioneer Challenge 64)

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 5/10 - 8 cards - 2.5 x 3.5 in each

<div>Nykthos, Shrine to Nyx</div> <div>Legendary Land</div> <div>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Nykthos, Shrine to Nyx</div> <div>Legendary Land</div> <div>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Old-Growth TrollGGG</div> <div>Creature -- Troll Warrior</div> <div>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.'"</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Old-Growth TrollGGG</div> <div>Creature -- Troll Warrior</div> <div>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.'"</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div><div><div>Outcaster Trailblazer (2)(G)</div><div>Creature -- Human Druid</div><div>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.)</div><div>4/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Outcaster Trailblazer (2)(G)</div><div>Creature -- Human Druid</div><div>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.)</div><div>4/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Storm the Festival (3)(G)(G)(G)</div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Storm the Festival (3)(G)(G)(G)</div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
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<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Temple Garden</div> <div>Land -- Forest Plains</div> <div> <p>({T}): Add {G} or {W}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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>4/4</div> <div>----- BACK FACE -----</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>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Pick Your Poison 6</div> <div>Sorcery</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * 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. <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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sheet 8/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Pick Your Poison</div><div>6</div></div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Pick Your Poison</div><div>6</div></div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Pick Your Poison</div><div>6</div></div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tail Swipe</div><div>6</div></div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div data-bbox="117 126 369 155"> The Stone Brain </div> <div data-bbox="514 126 543 155"> 2 </div> <div data-bbox="117 168 333 191"> Legendary Artifact </div> <div data-bbox="117 207 550 425"> <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 data-bbox="117 451 247 474"> [sideboard] </div> <div data-bbox="117 730 550 745"> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div data-bbox="598 126 879 155"> Unlicensed Hearse </div> <div data-bbox="993 126 1022 155"> 2 </div> <div data-bbox="598 168 823 191"> Artifact -- Vehicle </div> <div data-bbox="598 207 991 350"> <p>{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</p> </div> <div data-bbox="598 376 726 399"> [sideboard] </div> <div data-bbox="947 675 1024 719"> </div> <div data-bbox="598 730 1024 745"> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div data-bbox="1075 126 1356 155"> Unlicensed Hearse </div> <div data-bbox="1470 126 1499 155"> 2 </div> <div data-bbox="1075 168 1299 191"> Artifact -- Vehicle </div> <div data-bbox="1075 207 1470 350"> <p>{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</p> </div> <div data-bbox="1075 376 1203 399"> [sideboard] </div> <div data-bbox="1421 675 1499 719"> </div> <div data-bbox="1075 730 1503 745"> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	