

Boseiju, Who Endures <hr/> Legendary Land <hr/> {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.	Boseiju, Who Endures <hr/> Legendary Land <hr/> {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.	Cavalier of Thorns 2GGG <hr/> Creature -- Elemental Knight <hr/> 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.	Cavalier of Thorns 2GGG <hr/> Creature -- Elemental Knight <hr/> 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.
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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>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</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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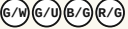
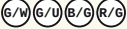
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - LeandroKopke - 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

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

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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>	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>
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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>Ulvenwald Oddity</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>Ulvenwald Oddity</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>Arasta of the Endless Web</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>3/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Arasta of the Endless Web</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>3/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Elesh Norn, Mother of Machines</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div> <p>Vigilance</p> <p>If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger.</p> <p>[sideboard]</p> </div> <div>4/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Obstinate Baloth</div> <div>Creature -- Beast</div> <div> <p>When this creature enters, you gain 4 life.</p> <p>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</p> <p>[sideboard]</p> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Obstinate Baloth ②⑥⑥ Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obstinate Baloth ②⑥⑥ Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pick Your Poison ⑥ 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pick Your Poison ⑥ 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pick Your Poison ⑥ 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tail Swipe ⑥ 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tail Swipe ⑥ 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.) [sideboard] 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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