

<div><div>Atraxa, Grand Unifier 3GWUB</div><div>Legendary Creature -- Phyrexian Angel</div><div>Flying, vigilance, deathtouch, lifelink When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Atraxa, Grand Unifier 3GWUB</div><div>Legendary Creature -- Phyrexian Angel</div><div>Flying, vigilance, deathtouch, lifelink When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Atraxa, Grand Unifier 3GWUB</div><div>Legendary Creature -- Phyrexian Angel</div><div>Flying, vigilance, deathtouch, lifelink When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Barkchannel Pathway</div><div>Land</div><div>{T}: Add {G}.</div><div>--- BACK FACE ---</div><div><div>Tidechannel Pathway</div><div>Land</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<p>Breeding Pool</p> <p>Land -- Forest Island</p> <p>{T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Darkbore Pathway</p> <p>Land</p> <p>{T}: Add {B}.</p> <p>----- BACK FACE -----</p> <p>Slitherbore Pathway</p> <p>Land</p> <p>{T}: Add {G}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Elvish Mystic ⑥</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>Elvish Mystic ⑥</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>
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Legendary Creature -- Human Druid

{5}{G}{U}: Look at the top five cards of your library. You may put a non-Human creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

2/2

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2/2

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Legendary Creature -- Human Druid

{5}{6}{U}: Look at the top five cards of your library. You may put a non-Human creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

2/2

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Creature -- Elf Druid

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

1/1

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<div>Lukka, Coppercoat Outcast 3RR</div> <div>Legendary Planeswalker -- Lukka</div> <div> <p>[+1]: Exile the top three cards of your library. Creature cards exiled this way gain "You may cast this card from exile as long as you control a Lukka planeswalker."</p> <p>[-2]: Exile target creature you control, then reveal cards from the top of your library until you reveal a creature card with greater mana value. Put that card onto the battlefield and the rest on the bottom of your library in a random order.</p> <p>[-7]: Each creature you control deals damage equal to its power to each opponent.</p> </div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Lukka, Coppercoat Outcast 3RR</div> <div>Legendary Planeswalker -- Lukka</div> <div> <p>[+1]: Exile the top three cards of your library. Creature cards exiled this way gain "You may cast this card from exile as long as you control a Lukka planeswalker."</p> <p>[-2]: Exile target creature you control, then reveal cards from the top of your library until you reveal a creature card with greater mana value. Put that card onto the battlefield and the rest on the bottom of your library in a random order.</p> <p>[-7]: Each creature you control deals damage equal to its power to each opponent.</p> </div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Lukka, Coppercoat Outcast 3RR</div> <div>Legendary Planeswalker -- Lukka</div> <div> <p>[+1]: Exile the top three cards of your library. Creature cards exiled this way gain "You may cast this card from exile as long as you control a Lukka planeswalker."</p> <p>[-2]: Exile target creature you control, then reveal cards from the top of your library until you reveal a creature card with greater mana value. Put that card onto the battlefield and the rest on the bottom of your library in a random order.</p> <p>[-7]: Each creature you control deals damage equal to its power to each opponent.</p> </div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Lukka, Coppercoat Outcast 3RR</div> <div>Legendary Planeswalker -- Lukka</div> <div> <p>[+1]: Exile the top three cards of your library. Creature cards exiled this way gain "You may cast this card from exile as long as you control a Lukka planeswalker."</p> <p>[-2]: Exile target creature you control, then reveal cards from the top of your library until you reveal a creature card with greater mana value. Put that card onto the battlefield and the rest on the bottom of your library in a random order.</p> <p>[-7]: Each creature you control deals damage equal to its power to each opponent.</p> </div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Mana Confluence</div> <div>Land</div> <div>{T}, Pay 1 life: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Mana Confluence</div> <div>Land</div> <div>{T}, Pay 1 life: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Mana Confluence</div> <div>Land</div> <div>{T}, Pay 1 life: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Mana Confluence</div> <div>Land</div> <div>{T}, Pay 1 life: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div><div><div><div><div></div><div>Mox Amber</div><div>⑥</div></div></div><div><div>Legendary Artifact</div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Mox Amber</div><div>⑥</div></div></div><div><div>Legendary Artifact</div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Mox Amber</div><div>⑥</div></div></div><div><div>Legendary Artifact</div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Mox Amber</div><div>⑥</div></div></div><div><div>Legendary Artifact</div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div><div><div><div></div><div>Oath of Nissa</div><div>⑥</div></div></div><div><div>Legendary Enchantment</div><div>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.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Oath of Nissa</div><div>⑥</div></div></div><div><div>Legendary Enchantment</div><div>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.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Oath of Nissa</div><div>⑥</div></div></div><div><div>Legendary Enchantment</div><div>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.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Oath of Nissa</div><div>⑥</div></div></div><div><div>Legendary Enchantment</div><div>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.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Paradise Druid</div><div>16</div><div>Creature -- Elf Druid</div><div>This creature has hexproof as long as it's untapped. (It can't be the target of spells or abilities your opponents control.) {T}: Add one mana of any color.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Paradise Druid</div><div>16</div><div>Creature -- Elf Druid</div><div>This creature has hexproof as long as it's untapped. (It can't be the target of spells or abilities your opponents control.) {T}: Add one mana of any color.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Paradise Druid</div><div>16</div><div>Creature -- Elf Druid</div><div>This creature has hexproof as long as it's untapped. (It can't be the target of spells or abilities your opponents control.) {T}: Add one mana of any color.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Paradise Druid</div><div>16</div><div>Creature -- Elf Druid</div><div>This creature has hexproof as long as it's untapped. (It can't be the target of spells or abilities your opponents control.) {T}: Add one mana of any color.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Pillage the Bog</div><div><div>B</div><div>G</div></div></div><div>Sorcery</div><div>Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order. Plot {1}{B}{G} (You may pay {1}{B}{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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Pillage the Bog</div><div><div>B</div><div>G</div></div></div><div>Sorcery</div><div>Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order. Plot {1}{B}{G} (You may pay {1}{B}{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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Pillage the Bog</div><div><div>B</div><div>G</div></div></div><div>Sorcery</div><div>Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order. Plot {1}{B}{G} (You may pay {1}{B}{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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Pillage the Bog</div><div><div>B</div><div>G</div></div></div><div>Sorcery</div><div>Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order. Plot {1}{B}{G} (You may pay {1}{B}{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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Plaza of Heroes</div></div><div>Land</div><div>{T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Plaza of Heroes</div></div><div>Land</div><div>{T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Plaza of Heroes</div></div><div>Land</div><div>{T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Plaza of Heroes</div></div><div>Land</div><div>{T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Retraction Helix</div><div>Instant</div><div>Until end of turn, target creature gains "{T}: Return target nonland permanent to its owner's hand."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Retraction Helix</div><div>Instant</div><div>Until end of turn, target creature gains "{T}: Return target nonland permanent to its owner's hand."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Retraction Helix</div><div>Instant</div><div>Until end of turn, target creature gains "{T}: Return target nonland permanent to its owner's hand."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Retraction Helix</div><div>Instant</div><div>Until end of turn, target creature gains "{T}: Return target nonland permanent to its owner's hand."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Rona, Herald of Invasion</div><div>Card</div><div></div><div>OTHER FACE</div><div>Rona, Herald of Invasion</div><div>Card</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Rona, Herald of Invasion</div><div>Card</div><div></div><div>OTHER FACE</div><div>Rona, Herald of Invasion</div><div>Card</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Rona, Herald of Invasion</div><div>Card</div><div></div><div>OTHER FACE</div><div>Rona, Herald of Invasion</div><div>Card</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Rona, Herald of Invasion</div><div>Card</div><div></div><div>OTHER FACE</div><div>Rona, Herald of Invasion</div><div>Card</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<p>Sylvan Caryatid ①⑥</p> <p>Creature -- Plant</p> <p>Defender, hexproof {T}: Add one mana of any color.</p> <p>0/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sylvan Caryatid ①⑥</p> <p>Creature -- Plant</p> <p>Defender, hexproof {T}: Add one mana of any color.</p> <p>0/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sylvan Caryatid ①⑥</p> <p>Creature -- Plant</p> <p>Defender, hexproof {T}: Add one mana of any color.</p> <p>0/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sylvan Caryatid ①⑥</p> <p>Creature -- Plant</p> <p>Defender, hexproof {T}: Add one mana of any color.</p> <p>0/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Tyvar, Jubilant Brawler ①B⑥</p> <p>Legendary Planeswalker -- Tyvar</p> <p>You may activate abilities of creatures you control as though those creatures had haste. [+1]: Untap up to one target creature. [-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Tyvar, Jubilant Brawler ①B⑥</p> <p>Legendary Planeswalker -- Tyvar</p> <p>You may activate abilities of creatures you control as though those creatures had haste. [+1]: Untap up to one target creature. [-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Tyvar, Jubilant Brawler ①B⑥</p> <p>Legendary Planeswalker -- Tyvar</p> <p>You may activate abilities of creatures you control as though those creatures had haste. [+1]: Untap up to one target creature. [-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Tyvar, Jubilant Brawler ①B⑥</p> <p>Legendary Planeswalker -- Tyvar</p> <p>You may activate abilities of creatures you control as though those creatures had haste. [+1]: Untap up to one target creature. [-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - OafMcNamara - 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 10/12 - 8 cards - 2.5 x 3.5 in each

④

Whenever you cast a spell, you gain 1 life for each spell you've cast this turn.

Pay 50 life: This artifact deals 50 damage to any target.

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B

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

```
Destroy target creature if it has
mana value 2 or less.
Revolt -- Destroy that creature if
it has mana value 4 or less instead
if a permanent left the battlefield
under your control this turn.
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B

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

```
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.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison ⑥ <hr/> Sorcery <hr/> 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] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	The Stone Brain ② <hr/> Legendary Artifact <hr/> {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] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	The Stone Brain ② <hr/> Legendary Artifact <hr/> {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] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	The Stone Brain ② <hr/> Legendary Artifact <hr/> {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] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Unlicensed Hearse ② <hr/> Artifact -- Vehicle <hr/> {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 [sideboard] <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Unlicensed Hearse ② <hr/> Artifact -- Vehicle <hr/> {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 [sideboard] <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Yorion, Sky Nomad ③ ④/④ ④/④ <hr/> Legendary Creature -- Bird Serpent <hr/> Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Flying When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step. [sideboard] <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	

Playtest cards - OafMcNamara - Pioneer (Pioneer League)

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sheet 12/12 - 7 cards - 2.5 x 3.5 in each