

<div>Boseiju, Who Endures</div> <div>Legendary Land</div> <div>{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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Boseiju, Who Endures</div> <div>Legendary Land</div> <div>{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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Cavalier of Thorns 2GGG</div> <div>Creature -- Elemental Knight</div> <div>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> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Cavalier of Thorns 2GGG</div> <div>Creature -- Elemental Knight</div> <div>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> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div><div>Elvish Mystic</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>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>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>
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<div> <div>Invasion of Ixalan (1)(G)</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>----</div> <div>BACK FACE</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 PLAY botbox.dev</div> </div>	<div> <div>Invasion of Ixalan (1)(G)</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>----</div> <div>BACK FACE</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 PLAY botbox.dev</div> </div>	<div> <div>Kiora, Behemoth Beckoner (2)(G/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 PLAY botbox.dev</div> </div>	<div> <div>Kiora, Behemoth Beckoner (2)(G/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 PLAY botbox.dev</div> </div>
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Playtest cards - kavu2br - Pioneer (Pioneer Challenge 64)

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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 4/10 - 8 cards - 2.5 x 3.5 in each

<p>Leyline of the Guildpact </p> <p>Enchantment</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Leyline of the Guildpact </p> <p>Enchantment</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Leyline of the Guildpact </p> <p>Enchantment</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Leyline of the Guildpact </p> <p>Enchantment</p> <p>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.</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>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>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>

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<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>	<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>
<p>Old-Growth Troll   </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>Old-Growth Troll   </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>Old-Growth Troll   </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>Old-Growth Troll   </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>

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev</div>

<div> Temple Garden </div> <div> Land -- Forest Plains </div> <div> ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Ulvenwald Oddity </div> <div> Creature -- Beast </div> <div> Trample, haste {5}{G}{G}: Transform this creature. </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Wolfwillow Haven </div> <div> Enchantment -- Aura </div> <div> Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}. {4}{G}, Sacrifice this Aura: Create a 2/2 green Wolf creature token. Activate only during your turn. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Wolfwillow Haven </div> <div> Enchantment -- Aura </div> <div> Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}. {4}{G}, Sacrifice this Aura: Create a 2/2 green Wolf creature token. Activate only during your turn. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> Elesh Norn, Mother of Machines </div> <div> Legendary Creature -- Phyrexian Praetor </div> <div> Vigilance 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. </div> <div> <div>4/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Emrakul, the Promised End </div> <div> Legendary Creature -- Eldrazi </div> <div> 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 </div> <div> <div>13/13</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Grafdigger's Cage </div> <div> Artifact </div> <div> Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Grafdigger's Cage </div> <div> Artifact </div> <div> Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

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Obstinate Baloth (2)(G)(G) 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 (2)(G)(G) 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 (2)(G)(G) 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 (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] <div>4/5</div> 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] <div>4/5</div> 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] <div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polukranos Reborn (G)(G)(G) Legendary Creature -- Hydra Reach {6}{W/P}: Transform Polukranos Reborn. Activate only as a sorcery. ({W/P} can be paid with either {W} or 2 life.) [sideboard] <div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polukranos Reborn (G)(G)(G) Legendary Creature -- Hydra Reach {6}{W/P}: Transform Polukranos Reborn. Activate only as a sorcery. ({W/P} can be paid with either {W} or 2 life.) [sideboard] <div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Polukranos, Engine of Ruin Legendary Creature -- Phyrexian Hydra Reach, lifelink Whenever Polukranos or another nontoken Hydra you control dies, create a 3/3 green and white Phyrexian Hydra creature token with reach and a 3/3 green and white Phyrexian Hydra creature token with lifelink. <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polukranos, Engine of Ruin Legendary Creature -- Phyrexian Hydra Reach, lifelink Whenever Polukranos or another nontoken Hydra you control dies, create a 3/3 green and white Phyrexian Hydra creature token with reach and a 3/3 green and white Phyrexian Hydra creature token with lifelink. <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polukranos, Engine of Ruin Legendary Creature -- Phyrexian Hydra Reach, lifelink Whenever Polukranos or another nontoken Hydra you control dies, create a 3/3 green and white Phyrexian Hydra creature token with reach and a 3/3 green and white Phyrexian Hydra creature token with lifelink. <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polukranos, Engine of Ruin Legendary Creature -- Phyrexian Hydra Reach, lifelink Whenever Polukranos or another nontoken Hydra you control dies, create a 3/3 green and white Phyrexian Hydra creature token with reach and a 3/3 green and white Phyrexian Hydra creature token with lifelink. <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>The Stone Brain</div><div>2</div></div><div>Legendary Artifact</div><div><div>{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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>The Stone Brain</div><div>2</div></div><div>Legendary Artifact</div><div><div>{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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>The Stone Brain</div><div>2</div></div><div>Legendary Artifact</div><div><div>{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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	
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