

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><div>Elvish Mystic</div><div>6</div></div><div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Elvish Mystic</div><div>6</div></div><div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></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><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>
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<div> Invasion of Ixalan ①⑥ </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> <div>D 4</div> </div> <div> <div> <div> </div> <div> </div> </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> <div>4/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div>	<div> Invasion of Ixalan ①⑥ </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> <div>D 4</div> </div> <div> <div> <div> </div> <div> </div> </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> <div>4/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div>	<div> Invasion of Ixalan ①⑥ </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> <div>D 4</div> </div> <div> <div> <div> </div> <div> </div> </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> <div>4/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div>	<div> Kiora, Behemoth Beckoner ②⑥/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> <div>L 7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div>
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Playtest cards - _tsoi_ - Pioneer (Pioneer Challenge 32)

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

<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}.</p> <p>{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}.</p> <p>{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}.</p> <p>{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>
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<p>Old-Growth Troll (G)(G)(G)</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 (G)(G)(G)</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>Outcaster Trailblazer (2)(G)</p> <p>Creature -- Human Druid</p> <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> <p>4/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Outcaster Trailblazer (2)(G)</p> <p>Creature -- Human Druid</p> <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> <p>4/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Outcaster Trailblazer (2)(G)</p> <p>Creature -- Human Druid</p> <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> <p>4/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Outcaster Trailblazer (2)(G)</p> <p>Creature -- Human Druid</p> <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> <p>4/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Storm the Festival (3)(G)(G)(G)</p> <p>Sorcery</p> <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> <p>4/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Storm the Festival (3)(G)(G)(G)</p> <p>Sorcery</p> <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> <p>4/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div> Storm the Festival 3GGG </div> <hr/> <div>Sorcery</div> <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.</p> <p>Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <div> <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Storm the Festival 3GGG </div> <hr/> <div>Sorcery</div> <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.</p> <p>Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <div> <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Ulvenwald Oddity 2GG </div> <hr/> <div>Creature -- Beast</div> <hr/> <p>Trample, haste</p> <p>{5}{G}{G}: Transform this creature.</p> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> <div> <div>BACK FACE</div> </div> <hr/> <div>Ulvenwald Behemoth</div> <hr/> <div>Creature -- Beast Horror</div> <hr/> <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 PLAYbotbox.dev</div> </div>	<div> Ulvenwald Oddity 2GG </div> <hr/> <div>Creature -- Beast</div> <hr/> <p>Trample, haste</p> <p>{5}{G}{G}: Transform this creature.</p> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> <div> <div>BACK FACE</div> </div> <hr/> <div>Ulvenwald Behemoth</div> <hr/> <div>Creature -- Beast Horror</div> <hr/> <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 PLAYbotbox.dev</div> </div>
<div> Cityscape Leveler 8 </div> <hr/> <div>Artifact Creature -- Construct</div> <hr/> <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 PLAYbotbox.dev</div> </div>	<div> Gather Courage G </div> <hr/> <div>Instant</div> <hr/> <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> <p>[sideboard]</p> <div> <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Gather Courage G </div> <hr/> <div>Instant</div> <hr/> <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> <p>[sideboard]</p> <div> <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Nissa, Ascended Animist 3GGGP </div> <hr/> <div>Legendary Planeswalker -- Nissa</div> <hr/> <p>Completed ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.)</p> <p>[+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty.</p> <p>[-1]: Destroy target artifact or enchantment.</p> <p>[-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample.</p> <p>[sideboard]</p> <div> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div><div><div>Nissa, Who Shakes the World</div><div>3GG</div></div><div>Legendary Planeswalker -- Nissa</div><div><p>Whenever you tap a Forest for mana, add an additional {G}.</p><p>[+1]: Put three +1/+1 counters on up to one target noncreature land you control. Untap it. It becomes a 0/0 Elemental creature with vigilance and haste that's still a land.</p><p>[-8]: You get an emblem with "Lands you control have indestructible."</p><p>Search your library for any number of Forest cards, put them onto the battlefield tapped, then shuffle.</p></div><div>[sideboard]</div><div><div>L5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Pick Your Poison</div><div>G</div></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.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Pick Your Poison</div><div>G</div></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.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Pick Your Poison</div><div>G</div></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.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div><div>Sunken Citadel</div></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>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Tail Swipe</div><div>G</div></div><div>Instant</div><div><p>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.)</p></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Tail Swipe</div><div>G</div></div><div>Instant</div><div><p>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.)</p></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Tail Swipe</div><div>G</div></div><div>Instant</div><div><p>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.)</p></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<div> <div>The Stone Brain2</div> <div> <div>Legendary Artifact</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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div>The Stone Brain2</div> <div> <div>Legendary Artifact</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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div>Unlicensed Hearse2</div> <div> <div>Artifact -- Vehicle</div> <div> {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 </div> <div>[sideboard]</div> <div> <div>*/*</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> </div>	

Playtest cards - _tsoi_ - Pioneer (Pioneer Challenge 32)

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 10/10 - 3 cards - 2.5 x 3.5 in each