

<div> Castle Garenbrig </div> <div> Land </div> <div> <p>This land enters tapped unless you control a Forest.</p> <p>{T}: Add {G}.</p> <p>{2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.</p> </div> <div> <div>5/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Cavalier of Thorns 2GGG </div> <div> Creature -- Elemental Knight </div> <div> <p>Reach</p> <p>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.</p> <p>When this creature dies, you may exile it. If you do, put another target card from your graveyard on top of your library.</p> </div> <div> <div>5/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Cavalier of Thorns 2GGG </div> <div> Creature -- Elemental Knight </div> <div> <p>Reach</p> <p>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.</p> <p>When this creature dies, you may exile it. If you do, put another target card from your graveyard on top of your library.</p> </div> <div> <div>5/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Cavalier of Thorns 2GGG </div> <div> Creature -- Elemental Knight </div> <div> <p>Reach</p> <p>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.</p> <p>When this creature dies, you may exile it. If you do, put another target card from your graveyard on top of your library.</p> </div> <div> <div>5/6</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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<div><div>Elvish Mystic</div><div><div>6</div></div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Elvish Mystic</div><div><div>6</div></div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Elvish Mystic</div><div><div>6</div></div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div><div>1/1</div></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>Kiora, Behemoth Beckoner (2)(6/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 PLAYbotbox.dev</div>	<div>Kiora, Behemoth Beckoner (2)(6/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 PLAYbotbox.dev</div>	<div>Kiora, Behemoth Beckoner (2)(6/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 PLAYbotbox.dev</div>	<div>Kiora, Behemoth Beckoner (2)(6/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 PLAYbotbox.dev</div>

<div>Lair of the Hydra</div> <div>Land</div> <div>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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Lair of the Hydra</div> <div>Land</div> <div>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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Llanowar Elves</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Llanowar Elves</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Llanowar Elves</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Llanowar Elves</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Nissa, Vital Force</div> <div>Legendary Planeswalker -- Nissa</div> <div>[+1]: Untap target land you control. Until your next turn, it becomes a 5/5 Elemental creature with haste. It's still a land. [-3]: Return target permanent card from your graveyard to your hand. [-6]: You get an emblem with "Whenever a land you control enters, you may draw a card."</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Nissa, Vital Force</div> <div>Legendary Planeswalker -- Nissa</div> <div>[+1]: Untap target land you control. Until your next turn, it becomes a 5/5 Elemental creature with haste. It's still a land. [-3]: Return target permanent card from your graveyard to your hand. [-6]: You get an emblem with "Whenever a land you control enters, you may draw a card."</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<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>Oath of Nissa ⑥</p> <p>Legendary Enchantment</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Oath of Nissa ⑥</p> <p>Legendary Enchantment</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Oath of Nissa ⑥</p> <p>Legendary Enchantment</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Old-Growth Troll ⑥⑥⑥</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>

<div> Old-Growth Troll GGG </div> <div> Creature -- Troll Warrior </div> <div> <p>Trample</p> <p>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> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Old-Growth Troll GGG </div> <div> Creature -- Troll Warrior </div> <div> <p>Trample</p> <p>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> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Old-Growth Troll GGG </div> <div> Creature -- Troll Warrior </div> <div> <p>Trample</p> <p>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> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Outcaster Trailblazer 2G </div> <div> Creature -- Human Druid </div> <div> <p>When this creature enters, add one mana of any color.</p> <p>Whenever another creature you control with power 4 or greater enters, draw a card.</p> <p>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> <div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Outcaster Trailblazer 2G </div> <div> Creature -- Human Druid </div> <div> <p>When this creature enters, add one mana of any color.</p> <p>Whenever another creature you control with power 4 or greater enters, draw a card.</p> <p>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> <div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Outcaster Trailblazer 2G </div> <div> Creature -- Human Druid </div> <div> <p>When this creature enters, add one mana of any color.</p> <p>Whenever another creature you control with power 4 or greater enters, draw a card.</p> <p>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> <div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Storm the Festival 3GGG </div> <div> Sorcery </div> <div> <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> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Storm the Festival 3GGG </div> <div> Sorcery </div> <div> <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> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div>Storm the Festival 3GGG</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 PLAY botbox.dev</div>	<div>Storm the Festival 3GGG</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 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>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>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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Ulvenwald Oddity 2GG</div> <div>Creature -- Beast</div> <div>Trample, haste {5}{G}{G}: Transform this creature.</div> <div>4/4</div> <div>--- BACK FACE ---</div> <div>Ulvenwald Behemoth</div> <div>Creature -- Beast Horror</div> <div>Trample, haste Other creatures you control get +1/+1 and have trample and haste.</div> <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Ulvenwald Oddity 2GG</div> <div>Creature -- Beast</div> <div>Trample, haste {5}{G}{G}: Transform this creature.</div> <div>4/4</div> <div>--- BACK FACE ---</div> <div>Ulvenwald Behemoth</div> <div>Creature -- Beast Horror</div> <div>Trample, haste Other creatures you control get +1/+1 and have trample and haste.</div> <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - Drew647A - 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 7/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Ulvenwald Oddity</div><div>266</div></div><div><div>Creature -- Beast</div><div>Trample, haste {5}{G}{G}: Transform this creature.</div><div>4/4</div></div><div><div>----- BACK FACE -----</div><div>Ulvenwald Behemoth</div><div><div>Creature -- Beast Horror</div><div>Trample, haste Other creatures you control get +1/+1 and have trample and haste.</div><div>8/8</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Wolfwillow Haven</div><div>16</div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Wolfwillow Haven</div><div>16</div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Wolfwillow Haven</div><div>16</div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Damping Sphere</div><div>2</div></div><div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>For the Family</div><div>6</div></div><div><div>Instant</div><div>Target creature gets +2/+2 until end of turn. If you control four or more creatures, that creature gets +4/+4 until end of turn instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>For the Family</div><div>6</div></div><div><div>Instant</div><div>Target creature gets +2/+2 until end of turn. If you control four or more creatures, that creature gets +4/+4 until end of turn instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Haywire Mite</div><div>1</div></div><div><div>Artifact Creature -- Insect</div><div>When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div><div>[sideboard]</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div> <div>Haywire Mite</div> <div> <div>1</div> </div> </div> <div> <div>Artifact Creature -- Insect</div> </div> <div> <p>When this creature dies, you gain 2 life.</p> <p>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Obstinate Baloth</div> <div> <div>2</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Creature -- Beast</div> </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> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Obstinate Baloth</div> <div> <div>2</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Creature -- Beast</div> </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> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Pick Your Poison</div> <div> <div>6</div> </div> </div> <div> <div>Sorcery</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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