

Boseiju, Who Endures Legendary Land {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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Boseiju, Who Endures Legendary Land {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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Cavalier of Thorns 2GGG Creature -- Elemental Knight 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>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Cavalier of Thorns 2GGG Creature -- Elemental Knight 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>5/6</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>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>	<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 cards - azax - Pioneer (Pioneer Challenge 64)

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Leyline of the Guildpact</div><div><div><div>G/W</div><div>G/U</div><div>B/G</div><div>R/G</div></div></div></div> <div>Enchantment</div> <div>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> <div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Llanowar Elves</div><div><div>G</div></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>Llanowar Elves</div><div><div>G</div></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>Llanowar Elves</div><div><div>G</div></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>
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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> 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> 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> 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> Cityscape Leveler </div> <div> Artifact Creature -- Construct </div> <div> Trample When you cast this spell and whenever this creature attacks, destroy up to one target nonland permanent. Its controller creates a tapped Powerstone token. Unearth {8} </div> <div> <div>8/8</div> </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> 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> 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>

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<div><div><div>Emrakul, the Promised End</div><div>13</div></div><div>Legendary Creature -- Eldrazi</div><div><p>This spell costs {1} less to cast for each card type among cards in your graveyard.</p><p>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.</p><p>Flying, trample, protection from instants</p><p>[sideboard]</p></div><div><div>13/13</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Obstinate Baloth</div><div>2GG</div></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><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Obstinate Baloth</div><div>2GG</div></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><div>4/4</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.<p>[sideboard]</p></div><div><div>2</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.<p>[sideboard]</p></div><div><div>13/13</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.<p>[sideboard]</p></div><div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Polukranos Reborn</div><div>GGG</div></div><div>Legendary Creature -- Hydra</div><div><p>Reach</p><p>{6}{W/P}: Transform Polukranos Reborn. Activate only as a sorcery. ({W/P} can be paid with either {W} or 2 life.)</p><p>[sideboard]</p></div><div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>Polukranos, Engine of Ruin</div><div>GGG</div></div><div>Legendary Creature -- Phyrexian Hydra</div><div><p>Reach, lifelink</p><p>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.</p><p>[sideboard]</p></div><div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>The Stone Brain</div><div>2</div></div><div>Legendary Artifact</div><div><p>{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.</p><p>[sideboard]</p></div><div><div>2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<div data-bbox="117 126 369 155">The Stone Brain</div> <div data-bbox="514 126 543 155">②</div> <div data-bbox="117 168 333 191"> Legendary Artifact </div> <div data-bbox="117 207 550 425"> <p>{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.</p> </div> <div data-bbox="117 451 247 474"> [sideboard] </div> <div data-bbox="117 730 550 745"> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div data-bbox="466 730 550 745">botbox.dev</div> </div>	<div data-bbox="598 126 879 155">Unlicensed Hearse</div> <div data-bbox="993 126 1022 155">②</div> <div data-bbox="598 168 823 191"> Artifact -- Vehicle </div> <div data-bbox="598 207 991 350"> <p>{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</p> </div> <div data-bbox="598 376 726 399"> [sideboard] </div> <div data-bbox="598 730 907 745"> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY </div> <div data-bbox="945 675 1024 719"> <div data-bbox="961 683 1008 709">*/*</div> <div data-bbox="945 730 1024 745">botbox.dev</div> </div>	<div data-bbox="1075 126 1356 155">Unlicensed Hearse</div> <div data-bbox="1470 126 1499 155">②</div> <div data-bbox="1075 168 1299 191"> Artifact -- Vehicle </div> <div data-bbox="1075 207 1470 350"> <p>{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</p> </div> <div data-bbox="1075 376 1203 399"> [sideboard] </div> <div data-bbox="1075 730 1383 745"> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY </div> <div data-bbox="1421 675 1501 719"> <div data-bbox="1438 683 1484 709">*/*</div> <div data-bbox="1421 730 1501 745">botbox.dev</div> </div>	

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