

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. 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Llanowar Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nicol Bolas, Dragon-God Legendary Planeswalker -- Bolas Nicol Bolas has all loyalty abilities of all other planeswalkers on the battlefield. [+1]: You draw a card. Each opponent exiles a card from their hand or a permanent they control. [-3]: Destroy target creature or planeswalker. [-8]: Each opponent who doesn't control a legendary creature or planeswalker loses the game. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nykthos, Shrine to Nyx Legendary Land {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nykthos, Shrine to Nyx Legendary Land {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Garthoro - 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 5/10 - 8 cards - 2.5 x 3.5 in each

Legendary Land

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Legendary Enchantment

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.

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Creature -- Troll Warrior

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."

4/4

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Old-Growth Troll (G)(G)(G) Creature -- Troll Warrior 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.'" 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Old-Growth Troll (G)(G)(G) Creature -- Troll Warrior 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.'" 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Storm the Festival (3)(G)(G)(G) Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Storm the Festival (3)(G)(G)(G) Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

Wolfwillow Haven

① ②

Enchantment -- Aura

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.

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Cityscape Leveler

8

Artifact Creature -- Construct

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}

[sideboard]

8/8

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Damping Sphere

②

Artifact

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.

[sidebar]

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God-Pharaoh's Statue

⑥

Legendary Artifact

Spells your opponents cast cost {2} more to cast.
At the beginning of your end step, each opponent loses 1 life.

[sidebar]

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Haywire Mite

①

Artifact Creature -- Insect

When this creature dies, you gain 2 life.
{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

[sideboard]

1/1

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Heart of Kiran 2 Legendary Artifact -- Vehicle Flying, vigilance Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.) You may remove a loyalty counter from a planeswalker you control rather than pay Heart of Kiran's crew cost. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pestilent Cauldron 2B Artifact {T}, Discard a card: Create a 1/1 black and green Pest creature token with "When this token dies, you gain 1 life." {1}, {T}: Each opponent mills cards equal to the amount of life you gained this turn. {4}, {T}: Exile four target cards from a single graveyard. Draw a card. [sideboard] Restorative Burst 3GG Sorcery Return up to two target creature, land, and/or planeswalker cards from your graveyard to your hand. Each player gains 4 life. Exile Restorative Burst. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pithing Needle 1 Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skysovereign, Consul Flagship 5 Legendary Artifact -- Vehicle Flying Whenever Skysovereign enters or attacks, it deals 3 damage to target creature or planeswalker an opponent controls. Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.) [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
The Chain Veil 4 Legendary Artifact At the beginning of your end step, if you didn't activate a loyalty ability of a planeswalker this turn, you lose 2 life. {4}, {T}: For each planeswalker you control, you may activate one of its loyalty abilities once this turn as though none of its loyalty abilities have been activated this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Mightstone and Weakstone 5 Legendary Artifact -- Powerstone When The Mightstone and Weakstone enters, choose one -- * Draw two cards. * Target creature gets -5/-5 until end of turn. {T}: Add {C}{C}. This mana can't be spent to cast nonartifact spells. (Melds with Urza, Lord Protector.) [sideboard] Urza, Planeswalker Legendary Planeswalker -- Urza You may activate the loyalty abilities of Urza twice each turn rather than only once. [+2]: Artifact, instant, and sorcery spells you cast this turn cost {2} less to cast. You gain 2 life. [+1]: Draw two cards, then discard a card. [8]: Create two 1/1 colorless Soldier artifact creature tokens. [-3]: Exile target nonland permanent. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Stasis Coffin 3 Legendary Artifact {2}, {T}, Exile The Stasis Coffin: You gain protection from everything until your next turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Stone Brain 2 Legendary Artifact {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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Treasure Vault Artifact Land {T}: Add {C}. {X}{X}, {T}, Sacrifice this land: Create X Treasure tokens. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Woodcaller Automaton Artifact Creature -- Construct Prototype {2}{G}{G} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) When this creature enters, if you cast it, untap target land you control. It becomes a Treefolk creature with haste and base power and toughness equal to this creature's power and toughness. It's still a land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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