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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Branchloft Pathway

Land

{T}: Add {G}.

- - - BACK FACE - - -

Boulderloft Pathway

Land

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Branchloft Pathway

Land

{T}: Add {G}.

- - - BACK FACE - - -

Boulderloft Pathway

Land

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Branchloft Pathway

Land

{T}: Add {G}.

- - - BACK FACE - - -

Boulderloft Pathway

Land

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Branchloft Pathway

Land

{T}: Add {G}.

- - - BACK FACE - - -

Boulderloft Pathway

Land

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bristly Bill, Spine Sower (1)(G)

Legendary Creature -- Plant Druid

Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature.
{3}{G}{G}: Double the number of +1/+1 counters on each creature you control.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brushland

Land

{T}: Add {C}.
{T}: Add {G} or {W}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brushland

Land

{T}: Add {C}.
{T}: Add {G} or {W}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cave of the Frost Dragon

Land

If you control two or more other lands, this land enters tapped.
{T}: Add {W}.
{4}{W}: This land becomes a 3/4 white Dragon creature with flying until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cave of the Frost Dragon

Land

If you control two or more other lands, this land enters tapped.
{T}: Add {W}.
{4}{W}: This land becomes a 3/4 white Dragon creature with flying until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collected Company {3}{G}

Instant

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collected Company {3}{G}

Instant

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

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Instant

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duskwatch Recruiter {1}{G}

Creature -- Human Warrior Werewolf

{2}{G}: Look at the top three cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order.
At the beginning of each upkeep, if no spells were cast last turn, transform this creature.

2/2

- - - BACK FACE - - -

Krallenhorde Howler

Creature -- Werewolf

Creature spells you cast cost {1} less to cast.
At the beginning of each upkeep, if a player cast two or more spells last turn, transform this creature.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eiganjo, Seat of the Empire

Legendary Land

{T}: Add {W}.
Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Eldrazi Displacer {2}{W}

Creature -- Eldrazi

Devoid (This card has no color.)
{2}{C}: Exile another target creature, then return it to the battlefield tapped under its owner's control. ({C} represents colorless mana.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eldrazi Displacer {2}{W}

Creature -- Eldrazi

Devoid (This card has no color.)
{2}{C}: Exile another target creature, then return it to the battlefield tapped under its owner's control. ({C} represents colorless mana.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elite Spellbinder {2}{W}

Creature -- Human Cleric

Flying
When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elite Spellbinder {2}{W}

Creature -- Human Cleric

Flying
When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.

3/1

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3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Cleric

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When this creature enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Extraction Specialist {2}{W}

Creature -- Human Rogue

Lifelink
When this creature enters, return target creature card with mana value 2 or less from your graveyard to the battlefield. That creature can't attack or block for as long as you control this creature.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Extraction Specialist {2}{W}

Creature -- Human Rogue

Lifelink
When this creature enters, return target creature card with mana value 2 or less from your graveyard to the battlefield. That creature can't attack or block for as long as you control this creature.

3/2

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fortune, Loyal Steed (2)(W)

Legendary Creature -- Beast Mount

When Fortune enters, scry 2.
Whenever Fortune attacks while saddled, at end of combat, exile it and up to one creature that saddled it this turn, then return those cards to the battlefield under their owner's control.
Saddle 1

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Freestrider Lookout (2)(G)

Creature -- Human Rogue

Reach
Whenever you commit a crime, look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/3

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kayla's Reconstruction (X)(W)(W)(W)

Sorcery

Look at the top seven cards of your library. Put up to X artifact and/or creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kayla's Reconstruction (X)(W)(W)(W)

Sorcery

Look at the top seven cards of your library. Put up to X artifact and/or creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Knight of Autumn {1}{G}{W}

Creature -- Dryad Knight

When this creature enters, choose one --
* Put two +1/+1 counters on this creature.
* Destroy target artifact or enchantment.
* You gain 4 life.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kraul Harpooner {1}{G}

Creature -- Insect Warrior

Reach
Undergrowth -- When this creature enters, choose up to one target creature you don't control with flying. This creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have this creature fight that creature.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kutzil's Flanker {2}{W}

Creature -- Cat Warrior

Flash
When this creature enters, choose one --
* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.
* You gain 2 life and scry 2.
* Exile target player's graveyard.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kutzil's Flanker {2}{W}

Creature -- Cat Warrior

Flash
When this creature enters, choose one --
* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.
* You gain 2 life and scry 2.
* Exile target player's graveyard.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lush Portico

Land -- Forest Plains

({T}: Add {G} or {W}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Melira, the Living Cure {G}{W}

Legendary Creature -- Human Scout

If you would get one or more poison counters, instead you get one poison counter and you can't get additional poison counters this turn.
Exile Melira: Choose another target creature or artifact. When it's put into a graveyard this turn, return that card to the battlefield under its owner's control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutavault

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutavault

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.

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Mutavault

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutavault

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overgrown Farmland

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overgrown Farmland

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped unless you control two or more other lands.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razorverge Thicket

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Razorverge Thicket

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reidane, God of the Worthy

Card

- - - OTHER FACE - - -

Reidane, God of the Worthy

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Prairie

Land

This land enters tapped.
{T}: Add {G} or {W}.
{2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land.
Whenever this land attacks, other creatures you control get +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Prairie

Land

This land enters tapped.
{T}: Add {G} or {W}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Tulio_Jaudy - Pioneer (Pioneer Challenge 64) sheet 7/12 - 8 cards - 2.5 x 3.5 in each

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Scavenging Ooze {1}{G}

Creature -- Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scavenging Ooze {1}{G}

Creature -- Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Selfless Savior {W}

Creature -- Dog

Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Dog

Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Selfless Spirit {1}{W}

Creature -- Spirit Cleric

Flying
Sacrifice this creature: Creatures you control gain indestructible until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Selfless Spirit {1}{W}

Creature -- Spirit Cleric

Flying
Sacrifice this creature: Creatures you control gain indestructible until end of turn.

2/1

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Sacrifice this creature: Creatures you control gain indestructible until end of turn.

2/1

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Selfless Spirit {1}{W}

Creature -- Spirit Cleric

Flying
Sacrifice this creature: Creatures you control gain indestructible until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Shefet Dunes

Land -- Desert

{T}: Add {C}.
{T}, Pay 1 life: Add {W}.
{2}{W}{W}, {T}, Sacrifice a Desert: Creatures you control get +1/+1 until end of turn. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skyclave Apparition {1}{W}{W}

Creature -- Kor Spirit

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.
When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skyclave Apparition {1}{W}{W}

Creature -- Kor Spirit

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Advocate {1}{G}

Creature -- Elf Druid Ally

Vigilance
As long as you control six or more lands, this creature and land creatures you control get +2/+2.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Advocate {1}{G}

Creature -- Elf Druid Ally

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Vigilance
As long as you control six or more lands, this creature and land creatures you control get +2/+2.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden

Land -- Forest Plains

({T}: Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Forest Plains

({T}: Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden

Land -- Forest Plains

({T}: Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thalia, Guardian of Thraben {1}{W}

Legendary Creature -- Human Soldier

First strike
Noncreature spells cost {1} more to cast.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voice of Resurgence {G}{W}

Creature -- Elemental

Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Archon of Emeria {2}{W}

Creature -- Archon

Flying
Each player can't cast more than one spell each turn.
Nonbasic lands your opponents control enter tapped.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archon of Emeria {2}{W}

Creature -- Archon

Flying
Each player can't cast more than one spell each turn.
Nonbasic lands your opponents control enter tapped.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eidolon of Rhetoric {2}{W}

Enchantment Creature -- Spirit

Each player can't cast more than one spell each turn.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eidolon of Rhetoric {2}{W}

Enchantment Creature -- Spirit

Each player can't cast more than one spell each turn.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guardian of Faith {1}{W}{W}

Creature -- Spirit Knight

Flash
Vigilance
When this creature enters, any number of other target creatures you control phase out. (Treat them and anything attached to them as though they don't exist until their controller's next turn.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Spirit Knight

Flash
Vigilance
When this creature enters, any number of other target creatures you control phase out. (Treat them and anything attached to them as though they don't exist until their controller's next turn.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kraul Harpooner {1}{G}

Creature -- Insect Warrior

Reach
Undergrowth -- When this creature enters, choose up to one target creature you don't control with flying. This creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have this creature fight that creature.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kutzil's Flanker {2}{W}

Creature -- Cat Warrior

Flash
When this creature enters, choose one --
* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.
* You gain 2 life and scry 2.
* Exile target player's graveyard.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Tulio_Jaudy - Pioneer (Pioneer Challenge 64) sheet 11/12 - 8 cards - 2.5 x 3.5 in each

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.

Kutzil's Flanker {2}{W}

Creature -- Cat Warrior

Flash
When this creature enters, choose one --
* Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.
* You gain 2 life and scry 2.
* Exile target player's graveyard.

[sideboard]

3/1

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]

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reidane, God of the Worthy

Card

[sideboard]

- - - OTHER FACE - - -

Reidane, God of the Worthy

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vanquish the Horde {6}{W}{W}

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.
Destroy all creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vanquish the Horde {6}{W}{W}

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.
Destroy all creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yorion, Sky Nomad {3}{W/U}{W/U}

Legendary Creature -- Bird Serpent

Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)
Flying
When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Tulio_Jaudy - Pioneer (Pioneer Challenge 64) sheet 12/12 - 7 cards - 2.5 x 3.5 in each

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.