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

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

Cavalier of Thorns (2)(G)(G)(G)

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 (2)(G)(G)(G)

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 (2)(G)(G)(G)

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 (2)(G)(G)(G)

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

Elvish Mystic (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Mystic (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Elvish Mystic (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Mystic (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Berseaker - Pioneer (Pioneer League) sheet 2/10 - 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.

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hulking Raptor {2}{G}{G}

Creature -- Dinosaur

Ward {2}
At the beginning of your first main phase, add {G}{G}.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kiora, Behemoth Beckoner {2}{G/U}

Legendary Planeswalker -- Kiora

Whenever a creature you control with power 4 or greater enters, draw a card.
[-1]: Untap target permanent.

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Berseaker - Pioneer (Pioneer League) sheet 3/10 - 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.

Kiora, Behemoth Beckoner (2)(G/U)

Legendary Planeswalker -- Kiora

Whenever a creature you control with power 4 or greater enters, draw a card.
[-1]: Untap target permanent.

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kiora, Behemoth Beckoner (2)(G/U)

Legendary Planeswalker -- Kiora

Whenever a creature you control with power 4 or greater enters, draw a card.
[-1]: Untap target permanent.

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kiora, Behemoth Beckoner (2)(G/U)

Legendary Planeswalker -- Kiora

Whenever a creature you control with power 4 or greater enters, draw a card.
[-1]: Untap target permanent.

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lair of the Hydra

Land

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lair of the Hydra

Land

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lair of the Hydra

Land

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Berseaker - Pioneer (Pioneer League) sheet 4/10 - 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.

Llanowar Elves (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

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

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

Oath of Nissa (G)

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oath of Nissa (G)

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Berseaker - Pioneer (Pioneer League) sheet 5/10 - 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.

Oath of Nissa {G}

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.

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

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

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

Outcaster Trailblazer {2}{G}

Creature -- Human Druid

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.)

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Outcaster Trailblazer {2}{G}

Creature -- Human Druid

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.)

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Outcaster Trailblazer {2}{G}

Creature -- Human Druid

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.)

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Outcaster Trailblazer {2}{G}

Creature -- Human Druid

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.)

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polukranos Reborn {G}{G}{G}

Legendary Creature -- Hydra

Reach
{6}{W/P}: Transform Polukranos Reborn. Activate only as a sorcery. ({W/P} can be paid with either {W} or 2 life.)

4/5

- - - BACK FACE - - -

Polukranos, Engine of Ruin

Legendary Creature -- Phyrexian Hydra

Reach, lifelink
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.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polukranos Reborn {G}{G}{G}

Legendary Creature -- Hydra

Reach
{6}{W/P}: Transform Polukranos Reborn. Activate only as a sorcery. ({W/P} can be paid with either {W} or 2 life.)

4/5

- - - BACK FACE - - -

Polukranos, Engine of Ruin

Legendary Creature -- Phyrexian Hydra

Reach, lifelink
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.

6/6

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

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

Ulvenwald Oddity {2}{G}{G}

Creature -- Beast

Trample, haste
{5}{G}{G}: Transform this creature.

4/4

- - - BACK FACE - - -

Ulvenwald Behemoth

Creature -- Beast Horror

Trample, haste
Other creatures you control get +1/+1 and have trample and haste.

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Wolfwillow Haven {1}{G}

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wolfwillow Haven {1}{G}

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wolfwillow Haven {1}{G}

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wolfwillow Haven {1}{G}

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hulking Raptor {2}{G}{G}

Creature -- Dinosaur

Ward {2}
At the beginning of your first main phase, add {G}{G}.

[sideboard]

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obstinate Baloth {2}{G}{G}

Creature -- Beast

When this creature enters, you gain 4 life.
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.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obstinate Baloth {2}{G}{G}

Creature -- Beast

When this creature enters, you gain 4 life.
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.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Berseaker - Pioneer (Pioneer League) sheet 8/10 - 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.

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

Tail Swipe (G)

Instant

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tail Swipe (G)

Instant

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tail Swipe (G)

Instant

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.)

[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]

- - - OTHER FACE - - -

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.
[0]: 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 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

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

Playtest cards - Berseaker - Pioneer (Pioneer League) sheet 9/10 - 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.

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

Unlicensed Hearse 2

Artifact -- Vehicle

{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

[sideboard]

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unlicensed Hearse 2

Artifact -- Vehicle

{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

[sideboard]

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Berseaker - Pioneer (Pioneer League) sheet 10/10 - 3 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.