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

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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

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

Playtest cards - VictorCarvalho01 - Pioneer (Pioneer Challenge 32) sheet 1/12 - 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.

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

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Playtest cards - VictorCarvalho01 - Pioneer (Pioneer Challenge 32) sheet 2/12 - 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.

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

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Basic Land -- Forest

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - VictorCarvalho01 - Pioneer (Pioneer Challenge 32) sheet 3/12 - 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.

In Search of Greatness {G}{G}

Enchantment

At the beginning of your upkeep, you may cast a permanent spell from your hand with mana value equal to 1 plus the greatest mana value among other permanents you control without paying its mana cost. If you don't, scry 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

At the beginning of your upkeep, you may cast a permanent spell from your hand with mana value equal to 1 plus the greatest mana value among other permanents you control without paying its mana cost. If you don't, scry 1.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Invasion of Ixalan {1}{G}

Battle -- Siege

(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)
When this Siege enters, look at the top five cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

D 4

- - - BACK FACE - - -

Belligerent Regisaur

Creature -- Dinosaur

Trample
Whenever you cast a spell, this creature gains indestructible until end of turn.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Battle -- Siege

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Creature -- Dinosaur

Trample
Whenever you cast a spell, this creature gains indestructible until end of turn.

4/3

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 - VictorCarvalho01 - Pioneer (Pioneer Challenge 32) sheet 4/12 - 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.

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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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

Leyline of the Guildpact {G/W}{G/U}{B/G}{R/G}

Enchantment

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of the Guildpact {G/W}{G/U}{B/G}{R/G}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of the Guildpact {G/W}{G/U}{B/G}{R/G}

Enchantment

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Each nonland permanent you control is all colors.
Lands you control are every basic land type in addition to their other types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - VictorCarvalho01 - Pioneer (Pioneer Challenge 32) sheet 5/12 - 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.

Leyline of the Guildpact {G/W}{G/U}{B/G}{R/G}

Enchantment

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.

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

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Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nissa, Vital Force {3}{G}{G}

Legendary Planeswalker -- Nissa

[+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."

L 5

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - VictorCarvalho01 - Pioneer (Pioneer Challenge 32) sheet 6/12 - 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{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

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

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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

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Outcaster Trailblazer (2)(G)

Creature -- Human Druid

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/2

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

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)

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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.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - VictorCarvalho01 - Pioneer (Pioneer Challenge 32) sheet 8/12 - 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.

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.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

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.

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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

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.)

- - - 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

Playtest cards - VictorCarvalho01 - Pioneer (Pioneer Challenge 32) sheet 9/12 - 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.

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.)

- - - OTHER FACE - - -

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L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Mightstone and Weakstone {5}

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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.)

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L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tolsimir, Friend to Wolves {2}{G}{G}{W}

Legendary Creature -- Elf Scout

When Tolsimir enters, create Voja, Friend to Elves, a legendary 3/3 green and white Wolf creature token. Whenever a Wolf you control enters, you gain 3 life and that creature fights up to one target creature you don't control.

3/3

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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

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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.

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Playtest cards - VictorCarvalho01 - Pioneer (Pioneer Challenge 32) sheet 10/12 - 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.

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.

[sideboard]

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[sideboard]

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Portable Hole (W)

Artifact

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

[sideboard]

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When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

[sideboard]

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Artifact

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[sideboard]

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Artifact

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Setessan Petitioner (1)(G)(G)

Creature -- Human Druid

When this creature enters, you gain life equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)

[sideboard]

2/2

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[sideboard]

2/2

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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]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yorion, Sky Nomad 3W/UW/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

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