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| <b>Boseiju, Who Endures</b><br>Legendary Land<br>{T}: Add {G}.<br>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.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Boseiju, Who Endures</b><br>Legendary Land<br>{T}: Add {G}.<br>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.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Castle Garenbrig</b><br>Land<br>This land enters tapped unless you control a Forest.<br>{T}: Add {G}.<br>{2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                           | <b>Cavalier of Thorns 2GGG</b><br>Creature -- Elemental Knight<br>Reach<br>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.<br>When this creature dies, you may exile it. If you do, put another target card from your graveyard on top of your library.<br><div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <b>Cavalier of Thorns 2GGG</b><br>Creature -- Elemental Knight<br>Reach<br>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.<br>When this creature dies, you may exile it. If you do, put another target card from your graveyard on top of your library.<br><div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>           | <b>Cavalier of Thorns 2GGG</b><br>Creature -- Elemental Knight<br>Reach<br>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.<br>When this creature dies, you may exile it. If you do, put another target card from your graveyard on top of your library.<br><div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>           | <b>Cavalier of Thorns 2GGG</b><br>Creature -- Elemental Knight<br>Reach<br>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.<br>When this creature dies, you may exile it. If you do, put another target card from your graveyard on top of your library.<br><div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Elesh Norn, Mother of Machines 4W</b><br>Legendary Creature -- Phyrexian Praetor<br>Vigilance<br>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.<br><div>4/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                   |

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| <div><div>Elvish Mystic</div><div>6</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>Elvish Mystic</div><div>6</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>Elvish Mystic</div><div>6</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>Elvish Mystic</div><div>6</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>Floriferous Vinewall</div><div>16</div><div>Creature -- Plant Wall</div><div>Defender<br/>When this creature enters, look at the top six cards of your library. You may reveal a land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Floriferous Vinewall</div><div>16</div><div>Creature -- Plant Wall</div><div>Defender<br/>When this creature enters, look at the top six cards of your library. You may reveal a land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div></div><div>Basic Land -- Forest</div><div>( {T}: Add {G}.)</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div>Forest</div><div></div><div>Basic Land -- Forest</div><div>( {T}: Add {G}.)</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          |

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| <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>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div><div>Hostile Hostel</div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}, Sacrifice a creature: Put a soul counter on this land. Then if there are three or more soul counters on it, remove those counters, transform it, then untap it. Activate only as a sorcery.</div><div>----- BACK FACE -----</div><div><div>Creeping Inn</div><div>Artifact Creature -- Horror Construct</div><div>Whenever this creature attacks, you may exile a creature card from your graveyard. If you do, each opponent loses X life and you gain X life, where X is the number of creature cards exiled with this creature.<br/>{4}: This creature phases out.</div><div>3/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>      |
| <div><div>Invasion of Ixalan①⑥</div><div>Battle -- Siege</div><div>(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.)<br/>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.</div><div>D 4</div><div>----- BACK FACE -----</div><div><div>Belligerent Regisaur</div><div>Creature -- Dinosaur</div><div>Trample<br/>Whenever you cast a spell, this creature gains indestructible until end of turn.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Invasion of Ixalan①⑥</div><div>Battle -- Siege</div><div>(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.)<br/>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.</div><div>D 4</div><div>----- BACK FACE -----</div><div><div>Belligerent Regisaur</div><div>Creature -- Dinosaur</div><div>Trample<br/>Whenever you cast a spell, this creature gains indestructible until end of turn.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Invasion of Ixalan①⑥</div><div>Battle -- Siege</div><div>(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.)<br/>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.</div><div>D 4</div><div>----- BACK FACE -----</div><div><div>Belligerent Regisaur</div><div>Creature -- Dinosaur</div><div>Trample<br/>Whenever you cast a spell, this creature gains indestructible until end of turn.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Invasion of Ixalan①⑥</div><div>Battle -- Siege</div><div>(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.)<br/>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.</div><div>D 4</div><div>----- BACK FACE -----</div><div><div>Belligerent Regisaur</div><div>Creature -- Dinosaur</div><div>Trample<br/>Whenever you cast a spell, this creature gains indestructible until end of turn.</div><div>4/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <b>Kiora, Behemoth Beckoner</b> (2)(6/W)<br>Legendary Planeswalker -- Kiora<br>Whenever a creature you control with power 4 or greater enters, draw a card.<br>[-1]: Untap target permanent.<br><div>L 7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                        | <b>Kiora, Behemoth Beckoner</b> (2)(6/W)<br>Legendary Planeswalker -- Kiora<br>Whenever a creature you control with power 4 or greater enters, draw a card.<br>[-1]: Untap target permanent.<br><div>L 7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                        | <b>Kiora, Behemoth Beckoner</b> (2)(6/W)<br>Legendary Planeswalker -- Kiora<br>Whenever a creature you control with power 4 or greater enters, draw a card.<br>[-1]: Untap target permanent.<br><div>L 7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                          | <b>Kiora, Behemoth Beckoner</b> (2)(6/W)<br>Legendary Planeswalker -- Kiora<br>Whenever a creature you control with power 4 or greater enters, draw a card.<br>[-1]: Untap target permanent.<br><div>L 7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                          |
| <b>Lair of the Hydra</b><br>Land<br>If you control two or more other lands, this land enters tapped.<br>{T}: Add {G}.<br>{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.<br><div>L 7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Lair of the Hydra</b><br>Land<br>If you control two or more other lands, this land enters tapped.<br>{T}: Add {G}.<br>{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.<br><div>L 7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Leyline of the Guildpact</b> (6/W)(6/W)(6/G)(R/G)<br>Enchantment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>Each nonland permanent you control is all colors.<br>Lands you control are every basic land type in addition to their other types.<br><div>L 7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Leyline of the Guildpact</b> (6/W)(6/W)(6/G)(R/G)<br>Enchantment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>Each nonland permanent you control is all colors.<br>Lands you control are every basic land type in addition to their other types.<br><div>L 7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <p><b>Llanowar Elves</b> </p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G}.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <p><b>Llanowar Elves</b> </p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G}.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <p><b>Nykthos, Shrine to Nyx</b></p> <p>Legendary Land</p> <p>{T}: Add {C}.<br/>{2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color.<br/>(Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Nykthos, Shrine to Nyx</b></p> <p>Legendary Land</p> <p>{T}: Add {C}.<br/>{2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color.<br/>(Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <p><b>Nykthos, Shrine to Nyx</b></p> <p>Legendary Land</p> <p>{T}: Add {C}.<br/> {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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                | <p><b>Nykthos, Shrine to Nyx</b></p> <p>Legendary Land</p> <p>{T}: Add {C}.<br/> {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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                | <p><b>Old-Growth Troll</b>    (G)(G)(G)</p> <p>Creature -- Troll Warrior</p> <p>Trample<br/> 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.'"</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>       | <p><b>Old-Growth Troll</b>    (G)(G)(G)</p> <p>Creature -- Troll Warrior</p> <p>Trample<br/> 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.'"</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>       |
| <p><b>Old-Growth Troll</b>    (G)(G)(G)</p> <p>Creature -- Troll Warrior</p> <p>Trample<br/> 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.'"</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Old-Growth Troll</b>    (G)(G)(G)</p> <p>Creature -- Troll Warrior</p> <p>Trample<br/> 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.'"</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Outcaster Trailblazer</b>    (2)(G)</p> <p>Creature -- Human Druid</p> <p>When this creature enters, add one mana of any color.<br/> Whenever another creature you control with power 4 or greater enters, draw a card.<br/> 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> <p>4/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Outcaster Trailblazer</b>    (2)(G)</p> <p>Creature -- Human Druid</p> <p>When this creature enters, add one mana of any color.<br/> Whenever another creature you control with power 4 or greater enters, draw a card.<br/> 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> <p>4/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

Playtest cards - Thief\_Of\_Crowns - 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 6/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Outcaster Trailblazer</b> ②⑥<br><hr/> Creature -- Human Druid<br><hr/> <p>When this creature enters, add one mana of any color.<br/>Whenever another creature you control with power 4 or greater enters, draw a card.<br/>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> | <b>Outcaster Trailblazer</b> ②⑥<br><hr/> Creature -- Human Druid<br><hr/> <p>When this creature enters, add one mana of any color.<br/>Whenever another creature you control with power 4 or greater enters, draw a card.<br/>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> | <b>Storm the Festival</b> ③⑥⑥⑥<br><hr/> Sorcery<br><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.<br/>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> | <b>Storm the Festival</b> ③⑥⑥⑥<br><hr/> Sorcery<br><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.<br/>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> |
| <b>Storm the Festival</b> ③⑥⑥⑥<br><hr/> Sorcery<br><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.<br/>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>                   | <b>Storm the Festival</b> ③⑥⑥⑥<br><hr/> Sorcery<br><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.<br/>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>                   | <b>Sunken Citadel</b><br><hr/> Land -- Cave<br><hr/> <p>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.<br/>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                           | <b>Sunken Citadel</b><br><hr/> Land -- Cave<br><hr/> <p>This land enters tapped. As it enters, choose a color.<br/>{T}: Add one mana of the chosen color.<br/>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                           |

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| <div> <div>Sunken Citadel</div> <div>Land -- Cave</div> <div> <p>This land enters tapped. As it enters, choose a color.</p> <p>{T}: Add one mana of the chosen color.</p> <p>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                    | <div> <div>Sunken Citadel</div> <div>Land -- Cave</div> <div> <p>This land enters tapped. As it enters, choose a color.</p> <p>{T}: Add one mana of the chosen color.</p> <p>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                             | <div> <div>Temple Garden</div> <div>Land -- Forest Plains</div> <div> <p>(<b>{T}</b>): Add <b>{G}</b> or <b>{W}</b>.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                              | <div> <div>Ulvenwald Oddity</div> <div> <div>2GG</div> <div>Creature -- Beast</div> </div> <div> <p>Trample, haste</p> <p><b>{5}{G}{G}</b>: Transform this creature.</p> </div> <div> <div>4/4</div> <div>BACK FACE</div> <div>Ulvenwald Behemoth</div> <div> <div>Creature -- Beast Horror</div> <p>Trample, haste</p> <p>Other creatures you control get +1/+1 and have trample and haste.</p> </div> <div> <div>8/8</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |
| <div> <div>Cityscape Leveler</div> <div> <div>8</div> <div>Artifact Creature -- Construct</div> </div> <div> <p>Trample</p> <p>When you cast this spell and whenever this creature attacks, destroy up to one target nonland permanent. Its controller creates a tapped Powerstone token.</p> <p>Unearth <b>{8}</b></p> <p>[sideboard]</p> </div> <div> <div>8/8</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Elder Gargaroth</div> <div> <div>3GG</div> <div>Creature -- Beast</div> </div> <div> <p>Reach, vigilance, trample</p> <p>Whenever this creature attacks or blocks, choose one --</p> <ul style="list-style-type: none"> <li>* Create a 3/3 green Beast creature token.</li> <li>* You gain 3 life.</li> <li>* Draw a card.</li> </ul> <p>[sideboard]</p> </div> <div> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Pick Your Poison</div> <div> <div>G</div> <div>Sorcery</div> </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Each opponent sacrifices an artifact of their choice.</li> <li>* Each opponent sacrifices an enchantment of their choice.</li> <li>* Each opponent sacrifices a creature with flying of their choice.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Pick Your Poison</div> <div> <div>G</div> <div>Sorcery</div> </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Each opponent sacrifices an artifact of their choice.</li> <li>* Each opponent sacrifices an enchantment of their choice.</li> <li>* Each opponent sacrifices a creature with flying of their choice.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                              |

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| <div><div>Pick Your Poison</div><div>Sorcery</div><div>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                       | <div><div>Pick Your Poison</div><div>Sorcery</div><div>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                       | <div><div>Polukranos Reborn</div><div>Legendary Creature -- Hydra</div><div>Reach<br/>{6}{W/P}: Transform Polukranos Reborn. Activate only as a sorcery. ({W/P} can be paid with either {W} or 2 life.)</div><div>[sideboard]</div><div>4/5</div><div>--- BACK FACE ---</div><div>Polukranos, Engine of Ruin</div><div>Legendary Creature -- Phyrexian Hydra</div><div>Reach, lifelink<br/>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.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Polukranos Reborn</div><div>Legendary Creature -- Hydra</div><div>Reach<br/>{6}{W/P}: Transform Polukranos Reborn. Activate only as a sorcery. ({W/P} can be paid with either {W} or 2 life.)</div><div>[sideboard]</div><div>4/5</div><div>--- BACK FACE ---</div><div>Polukranos, Engine of Ruin</div><div>Legendary Creature -- Phyrexian Hydra</div><div>Reach, lifelink<br/>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.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Tail Swipe</div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tail Swipe</div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tail Swipe</div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                      | <div><div>Tail Swipe</div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                      |

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| <div> <div>The Stone Brain</div> <div>2</div> </div> <div> <div> <div>Legendary Artifact</div> <div> {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. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>The Stone Brain</div> <div>2</div> </div> <div> <div> <div>Legendary Artifact</div> <div> {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. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Unlicensed Hearse</div> <div>2</div> </div> <div> <div> <div>Artifact -- Vehicle</div> <div> {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 </div> <div>[sideboard]</div> </div> <div> <div> <div>*/*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |  |
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