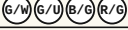


Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. <div>5/6</div> 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. <div>5/6</div> 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. <div>5/6</div> 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. <div>5/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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<div><div>Elvish Mystic</div><div><div>6</div></div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Elvish Mystic</div><div><div>6</div></div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Elvish Mystic</div><div><div>6</div></div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div><div>1/1</div></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>
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<div> <div>Invasion of Ixalan16</div> <div>Battle -- Siege</div> <div> <p>(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.)</p> <p>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.</p> </div> <div>D 4</div> <div>----- BACK FACE -----</div> <div>Belligerent Regisaur</div> <div>Creature -- Dinosaur</div> <div> <p>Trample</p> <p>Whenever you cast a spell, this creature gains indestructible until end of turn.</p> </div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Invasion of Ixalan16</div> <div>Battle -- Siege</div> <div> <p>(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.)</p> <p>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.</p> </div> <div>D 4</div> <div>----- BACK FACE -----</div> <div>Belligerent Regisaur</div> <div>Creature -- Dinosaur</div> <div> <p>Trample</p> <p>Whenever you cast a spell, this creature gains indestructible until end of turn.</p> </div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Invasion of Ixalan16</div> <div>Battle -- Siege</div> <div> <p>(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.)</p> <p>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.</p> </div> <div>D 4</div> <div>----- BACK FACE -----</div> <div>Belligerent Regisaur</div> <div>Creature -- Dinosaur</div> <div> <p>Trample</p> <p>Whenever you cast a spell, this creature gains indestructible until end of turn.</p> </div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Kiora, Behemoth Beckoner26/u</div> <div>Legendary Planeswalker -- Kiora</div> <div> <p>Whenever a creature you control with power 4 or greater enters, draw a card.</p> <p>[-1]: Untap target permanent.</p> </div> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
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<div>Llanowar Elves</div> <div> <div> <div>6</div> </div> </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>Nykthos, Shrine to Nyx</div> <div> <div> <div>6</div> </div> </div> <div>Legendary Land</div> <div>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Nykthos, Shrine to Nyx</div> <div> <div> <div>6</div> </div> </div> <div>Legendary Land</div> <div>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Nykthos, Shrine to Nyx</div> <div> <div> <div>6</div> </div> </div> <div>Legendary Land</div> <div>{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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div> Old-Growth Troll GGG </div> <div> Creature -- Troll Warrior </div> <div> <p>Trample</p> <p>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> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Outcaster Trailblazer 2G </div> <div> Creature -- Human Druid </div> <div> <p>When this creature enters, add one mana of any color.</p> <p>Whenever another creature you control with power 4 or greater enters, draw a card.</p> <p>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> <div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Outcaster Trailblazer 2G </div> <div> Creature -- Human Druid </div> <div> <p>When this creature enters, add one mana of any color.</p> <p>Whenever another creature you control with power 4 or greater enters, draw a card.</p> <p>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> <div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Outcaster Trailblazer 2G </div> <div> Creature -- Human Druid </div> <div> <p>When this creature enters, add one mana of any color.</p> <p>Whenever another creature you control with power 4 or greater enters, draw a card.</p> <p>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> <div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
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<div> Arasta of the Endless Web 2GG </div> <hr/> <div>Legendary Enchantment Creature -- Spider</div> <hr/> <div> <p>Reach</p> <p>Whenever an opponent casts an instant or sorcery spell, create a 1/2 green Spider creature token with reach.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>3/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Arasta of the Endless Web 2GG </div> <hr/> <div>Legendary Enchantment Creature -- Spider</div> <hr/> <div> <p>Reach</p> <p>Whenever an opponent casts an instant or sorcery spell, create a 1/2 green Spider creature token with reach.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>3/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Cityscape Leveler 8 </div> <hr/> <div>Artifact Creature -- Construct</div> <hr/> <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 {8}</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>8/8</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Emrakul, the Promised End 13 </div> <hr/> <div>Legendary Creature -- Eldrazi</div> <hr/> <div> <p>This spell costs {1} less to cast for each card type among cards in your graveyard.</p> <p>When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn.</p> <p>Flying, trample, protection from instants</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>13/13</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<p>Tolsimir, Friend to Wolves (2)(G)(G)(W)</p> <p>Legendary Creature -- Elf Scout</p> <p>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.</p> <p>[sideboard]</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Unlicensed Hearse (2)</p> <p>Artifact -- Vehicle</p> <p>{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</p> <p>[sideboard]</p> <p>*/*</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Unlicensed Hearse (2)</p> <p>Artifact -- Vehicle</p> <p>{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</p> <p>[sideboard]</p> <p>*/*</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	
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Playtest cards - neb12r - Pioneer (Pioneer League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 10/10 - 3 cards - 2.5 x 3.5 in each