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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>5/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <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>5/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Cavalier of Thorns</b> 2GGG<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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Cavalier of Thorns</b> 2GGG<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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Cavalier of Thorns</b> 2GGG<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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                          | <b>Cavalier of Thorns</b> 2GGG<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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                          | <b>Elder Gargaroth</b> 3GG<br>Creature -- Beast<br>Reach, vigilance, trample<br>Whenever this creature attacks or blocks, choose one --<br>* Create a 3/3 green Beast creature token.<br>* You gain 3 life.<br>* Draw a card.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                        | <b>Elvish Mystic</b> G<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</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> |
| <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>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>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Karn, the Great Creator ④</div> <div>Legendary Planeswalker -- Karn</div> <div>Activated abilities of artifacts your opponents control can't be activated.<br/>[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.<br/>[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Karn, the Great Creator</b> ④<br>Legendary Planeswalker -- Karn<br>Activated abilities of artifacts your opponents control can't be activated.<br>[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.<br>[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.<br><div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Karn, the Great Creator</b> ④<br>Legendary Planeswalker -- Karn<br>Activated abilities of artifacts your opponents control can't be activated.<br>[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.<br>[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.<br><div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Karn, the Great Creator</b> ④<br>Legendary Planeswalker -- Karn<br>Activated abilities of artifacts your opponents control can't be activated.<br>[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.<br>[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.<br><div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Kiora, Behemoth Beckoner</b> ②⑥/u<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> ②⑥/u<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> ②⑥/u<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 |

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| <div>Llanowar Elves</div> <div> <div>6</div> </div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | <div>Llanowar Elves</div> <div> <div>6</div> </div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                           | <div>Llanowar Elves</div> <div> <div>6</div> </div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                           | <div>Llanowar Elves</div> <div> <div>6</div> </div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                           |
| <div>Nissa, Who Shakes the World</div> <div> <div>3</div> <div>6</div> <div>6</div> </div> <div>Legendary Planeswalker -- Nissa</div> <div> <p>Whenever you tap a Forest for mana, add an additional {G}.</p> <p>[+1]: Put three +1/+1 counters on up to one target noncreature land you control. Untap it. It becomes a 0/0 Elemental creature with vigilance and haste that's still a land.</p> <p>[-8]: You get an emblem with "Lands you control have indestructible." Search your library for any number of Forest cards, put them onto the battlefield tapped, then shuffle.</p> </div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Nykthos, Shrine to Nyx</div> <div> <div>6</div> </div> <div>Legendary Land</div> <div> <p>{T}: Add {C}.</p> <p>{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> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Nykthos, Shrine to Nyx</div> <div> <div>6</div> </div> <div>Legendary Land</div> <div> <p>{T}: Add {C}.</p> <p>{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> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Nykthos, Shrine to Nyx</div> <div> <div>6</div> </div> <div>Legendary Land</div> <div> <p>{T}: Add {C}.</p> <p>{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> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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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> <div>4/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                               | <p><b>Old-Growth Troll</b>    GGG</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> <div>4/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Old-Growth Troll</b>    GGG</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> <div>4/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Old-Growth Troll</b>    GGG</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> <div>4/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Old-Growth Troll</b>    GGG</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> <div>4/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Overgrown Tomb</b></p> <p>Land -- Swamp Forest</p> <p>{T}: Add {B} or {G}.<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                        | <p><b>Storm the Festival</b>    3GGG</p> <p>Sorcery</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>            | <p><b>Storm the Festival</b>    3GGG</p> <p>Sorcery</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>            |

Sorcerv

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.)

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Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Creature -- Plant

Defender, hexproof  
{T}: Add one mana of any color.

0/3

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Creature -- Plant

Defender, hexproof  
{T}: Add one mana of any color.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Plant Dinosaur

Vigilance (Attacking doesn't cause this creature to tap.)  
When this creature enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle.  
This creature can't attack or block unless you control seven or more lands.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Vigilance (Attacking doesn't cause this creature to tap.)  
When this creature enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle.  
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| <div> <b>Wolfwillow Haven</b> <span>16</span> </div> <div>           Enchantment -- Aura         </div> <div>           Enchant land<br/>           Whenever enchanted land is tapped for mana, its controller adds an additional {G}.<br/>           {4}{G}, Sacrifice this Aura: Create a 2/2 green Wolf creature token.<br/>           Activate only during your turn.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Wolfwillow Haven</b> <span>16</span> </div> <div>           Enchantment -- Aura         </div> <div>           Enchant land<br/>           Whenever enchanted land is tapped for mana, its controller adds an additional {G}.<br/>           {4}{G}, Sacrifice this Aura: Create a 2/2 green Wolf creature token.<br/>           Activate only during your turn.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                               | <div> <b>Wolfwillow Haven</b> <span>16</span> </div> <div>           Enchantment -- Aura         </div> <div>           Enchant land<br/>           Whenever enchanted land is tapped for mana, its controller adds an additional {G}.<br/>           {4}{G}, Sacrifice this Aura: Create a 2/2 green Wolf creature token.<br/>           Activate only during your turn.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Wolfwillow Haven</b> <span>16</span> </div> <div>           Enchantment -- Aura         </div> <div>           Enchant land<br/>           Whenever enchanted land is tapped for mana, its controller adds an additional {G}.<br/>           {4}{G}, Sacrifice this Aura: Create a 2/2 green Wolf creature token.<br/>           Activate only during your turn.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Damping Sphere</b> <span>2</span> </div> <div>           Artifact         </div> <div>           If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>           Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.<br/><br/>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>            | <div> <b>Emrakul, the Promised End</b> <span>13</span> </div> <div>           Legendary Creature -- Eldrazi         </div> <div>           This spell costs {1} less to cast for each card type among cards in your graveyard.<br/>           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.<br/>           Flying, trample, protection from instants<br/><br/>           [sideboard]         </div> <div> <div>13/13</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>God-Pharaoh's Statue</b> <span>6</span> </div> <div>           Legendary Artifact         </div> <div>           Spells your opponents cast cost {2} more to cast.<br/>           At the beginning of your end step, each opponent loses 1 life.<br/><br/>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                 | <div> <b>Grafddigger's Cage</b> <span>1</span> </div> <div>           Artifact         </div> <div>           Creature cards in graveyards and libraries can't enter the battlefield.<br/>           Players can't cast spells from graveyards or libraries.<br/><br/>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                              |

Playtest cards - Insomniac1330 - 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 8/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Meteor Golem7</div> <div>Artifact Creature -- Golem</div> <div> <p>When this creature enters, destroy target nonland permanent an opponent controls.</p> <p>[sideboard]</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                  | <div> <div>Pestilent Cauldron2B</div> <div>Artifact</div> <div> <p>{T}, Discard a card: Create a 1/1 black and green Pest creature token with "When this token dies, you gain 1 life."<br/> {1}, {T}: Each opponent mills cards equal to the amount of life you gained this turn.<br/> {4}, {T}: Exile four target cards from a single graveyard. Draw a card.</p> <p>[sideboard]</p> </div> <div>----- BACK FACE -----</div> <div> <div>Restorative Burst3GG</div> <div>Sorcery</div> <div>Return up to two target creature, land, and/or planeswalker cards from your graveyard to your hand. Each player gains 4 life. Exile Restorative Burst.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Pithing Needle1</div> <div>Artifact</div> <div> <p>As this artifact enters, choose a card name.<br/> Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                  | <div> <div>Shadowspear1</div> <div>Legendary Artifact -- Equipment</div> <div> <p>Equipped creature gets +1/+1 and has trample and lifelink.<br/> {1}: Permanents your opponents control lose hexproof and indestructible until end of turn.<br/> Equip {2}</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Skysovereign, Consul Flagship5</div> <div>Legendary Artifact -- Vehicle</div> <div> <p>Flying<br/> Whenever Skysovereign enters or attacks, it deals 3 damage to target creature or planeswalker an opponent controls.<br/> Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)</p> <p>[sideboard]</p> </div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>The Great Henge7GG</div> <div>Legendary Artifact</div> <div> <p>This spell costs {X} less to cast, where X is the greatest power among creatures you control.<br/> {T}: Add {G}{G}. You gain 2 life.<br/> Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                  | <div> <div>The Immortal Sun6</div> <div>Legendary Artifact</div> <div> <p>Players can't activate planeswalkers' loyalty abilities.<br/> At the beginning of your draw step, draw an additional card.<br/> Spells you cast cost {1} less to cast.<br/> Creatures you control get +1/+1.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Tormod's Crypt9</div> <div>Artifact</div> <div> <p>{T}, Sacrifice this artifact: Exile target player's graveyard.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                |

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| <div>Treasure Vault</div> <div>Artifact Land</div> <div>           {T}: Add {C}.<br/>           {X}{X}, {T}, Sacrifice this land:<br/>           Create X Treasure tokens.         </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Voracious Hydra</div> <div>Creature -- Hydra</div> <div>           Trample<br/>           This creature enters with X +1/+1<br/>           counters on it.<br/>           When this creature enters, choose<br/>           one --<br/>           * Double the number of +1/+1<br/>           counters on this creature.<br/>           * This creature fights target<br/>           creature you don't control.         </div> <div>[sideboard]</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Voracious Hydra</div> <div>Creature -- Hydra</div> <div>           Trample<br/>           This creature enters with X +1/+1<br/>           counters on it.<br/>           When this creature enters, choose<br/>           one --<br/>           * Double the number of +1/+1<br/>           counters on this creature.<br/>           * This creature fights target<br/>           creature you don't control.         </div> <div>[sideboard]</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |  |
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