

Beanstalk Giant 66 Creature -- Giant Beanstalk Giant's power and toughness are each equal to the number of lands you control. */* ----- ADVENTURE ----- Fertile Footsteps 26 Sorcery -- Adventure Search your library for a basic land card, put it onto the battlefield, then shuffle. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beanstalk Giant 66 Creature -- Giant Beanstalk Giant's power and toughness are each equal to the number of lands you control. */* ----- ADVENTURE ----- Fertile Footsteps 26 Sorcery -- Adventure Search your library for a basic land card, put it onto the battlefield, then shuffle. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beanstalk Giant 66 Creature -- Giant Beanstalk Giant's power and toughness are each equal to the number of lands you control. */* ----- ADVENTURE ----- Fertile Footsteps 26 Sorcery -- Adventure Search your library for a basic land card, put it onto the battlefield, then shuffle. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beanstalk Giant 66 Creature -- Giant Beanstalk Giant's power and toughness are each equal to the number of lands you control. */* ----- ADVENTURE ----- Fertile Footsteps 26 Sorcery -- Adventure Search your library for a basic land card, put it onto the battlefield, then shuffle. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clever Impersonator 2UU Creature -- Shapeshifter You may have this creature enter as a copy of any nonland permanent on the battlefield. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clever Impersonator 2UU Creature -- Shapeshifter You may have this creature enter as a copy of any nonland permanent on the battlefield. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Enchantment Creature -- Turtle

Flying, ward {2}
Channel -- {2}{6}, Discard this
card: Return target card from your
graveyard to your hand.
Channel -- {1}{U}, Discard this
card: Return target creature to its
owner's hand.

6/5

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Channel -- {1}{U}, Discard this card: Return target creature to its owner's hand.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant

Return target nonland permanent to its owner's hand.

Sorcery

Aftermath (Cast this spell only from your graveyard. Then exile it.)
Target opponent discards two cards.

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Target opponent discards two cards.

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Cori Mountain Monastery Land This land enters tapped unless you control a Plains or an Island. {T}: Add {R}. {3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cori Mountain Monastery Land This land enters tapped unless you control a Plains or an Island. {T}: Add {R}. {3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cori Mountain Monastery Land This land enters tapped unless you control a Plains or an Island. {T}: Add {R}. {3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cori Mountain Monastery Land This land enters tapped unless you control a Plains or an Island. {T}: Add {R}. {3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Greater Tanuki Enchantment Creature -- Dog Trample Channel -- {2}{G}, Discard this card: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Greater Tanuki Enchantment Creature -- Dog Trample Channel -- {2}{G}, Discard this card: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Greater Tanuki Enchantment Creature -- Dog Trample Channel -- {2}{G}, Discard this card: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Greater Tanuki 4GG Enchantment Creature -- Dog Trample Channel -- {2}{G}, Discard this card: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jetmir's Garden Land -- Mountain Forest Plains {T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jetmir's Garden Land -- Mountain Forest Plains {T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ketria Triome Land -- Forest Island Mountain {T}: Add {G}, {U}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Forest Island Mountain

(**{T}**: Add **{G}**, **{U}**, or **{R}**.)
This land enters tapped.
Cycling **{3}** (**{3}**, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W

Enchantment

Flash
Domain -- This spell costs {1} less
to cast for each basic land type
among lands you control.
When this enchantment enters, exile
target nonland permanent an opponent
controls until this enchantment
leaves the battlefield.

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Land

This land enters tapped unless you control a Mountain or a Forest.
{T}: Add {U}.
{U}, {T}: The next spell you cast this turn can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control a Mountain or a Forest.
{T}: Add {U}.
{U}, {T}: The next spell you cast this turn can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quintorius Kand3RW Legendary Planeswalker -- Quintorius Whenever you cast a spell from exile, Quintorius Kand deals 2 damage to each opponent and you gain 2 life. [+1]: Create a 3/2 red and white Spirit creature token. [-3]: Discover 4. [-6]: Exile any number of target cards from your graveyard. Add {R} for each card exiled this way. You may play those cards this turn. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quintorius Kand3RW Legendary Planeswalker -- Quintorius Whenever you cast a spell from exile, Quintorius Kand deals 2 damage to each opponent and you gain 2 life. [+1]: Create a 3/2 red and white Spirit creature token. [-3]: Discover 4. [-6]: Exile any number of target cards from your graveyard. Add {R} for each card exiled this way. You may play those cards this turn. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Scavenger Grounds Land -- Desert {T}: Add {C}. {2}, {T}, Sacrifice a Desert: Exile all graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shark Typhoon Enchantment Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shark Typhoon Enchantment Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shark Typhoon Enchantment Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Spark Double 3 U Creature -- Illusion You may have this creature enter as a copy of a creature or planeswalker you control, except it enters with an additional +1/+1 counter on it if it's a creature, it enters with an additional loyalty counter on it if it's a planeswalker, and it isn't legendary. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spark Double 3 U Creature -- Illusion You may have this creature enter as a copy of a creature or planeswalker you control, except it enters with an additional +1/+1 counter on it if it's a creature, it enters with an additional loyalty counter on it if it's a planeswalker, and it isn't legendary. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spark Double 3 U Creature -- Illusion You may have this creature enter as a copy of a creature or planeswalker you control, except it enters with an additional +1/+1 counter on it if it's a creature, it enters with an additional loyalty counter on it if it's a planeswalker, and it isn't legendary. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spinewoods Armadillo 4 G G Creature -- Armadillo Reach Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) {1}{6}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Temur Tawnyback 2/62/102/R Creature -- Beast When this creature enters, draw a card, then discard a card. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temur Tawnyback 2/62/102/R Creature -- Beast When this creature enters, draw a card, then discard a card. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Trumpeting Carnosaur (4)(R)(R) Creature -- Dinosaur Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trumpeting Carnosaur (4)(R)(R) Creature -- Dinosaur Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Willowrush Verge Land {T}: Add {U}. {T}: Add {G}. Activate only if you control a Forest or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Willowrush Verge Land {T}: Add {U}. {T}: Add {G}. Activate only if you control a Forest or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Yorion, Sky Nomad (3)(W/U)(W/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. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zagoth Triome Land -- Swamp Forest Island {T}: Add {B}, {G}, or {U}. This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zagoth Triome Land -- Swamp Forest Island {T}: Add {B}, {G}, or {U}. This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ziatora's Proving Ground Land -- Swamp Mountain Forest {T}: Add {B}, {R}, or {G}. This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - to-poi - Pioneer (Holiday Night Magic)

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 10/12 - 8 cards - 2.5 x 3.5 in each

Devastating Mastery 2 W W W W Sorcery You may pay {2}{W}{W} rather than pay this spell's mana cost. If the {2}{W}{W} cost was paid, an opponent chooses up to two nonland permanents they control and returns them to their owner's hand. Destroy all nonland permanents. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mirrorshell Crab 5 U U Artifact Creature -- Crab Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mirrorshell Crab 5 U U Artifact Creature -- Crab Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mirrorshell Crab 5 U U Artifact Creature -- Crab Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mirrorshell Crab 5 U U Artifact Creature -- Crab Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thought Distortion 4 B B Sorcery This spell can't be countered. Target opponent reveals their hand. Exile all noncreature, nonland cards from that player's hand and graveyard. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thought Distortion 4 B B Sorcery This spell can't be countered. Target opponent reveals their hand. Exile all noncreature, nonland cards from that player's hand and graveyard. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	