

Playtest cards - taku123 - Pioneer (Pioneer League) sheet 1/10 - 8 cards - 2.5 x 3.5 in each
CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;
horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

<div><div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></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><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><div><div>Greater Tanuki<div>4GG</div></div><div>Enchantment Creature -- Dog</div><div>Trample Channel -- {2}{G}, Discard this card: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>6/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
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<div><div>Gyruda, Doom of Depths (4)(U/B)(U/B)</div><div>Legendary Creature -- Demon Kraken</div><div>Companion -- Your starting deck contains only cards with even mana values. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) When Gyruda enters, each player mills four cards. Put a creature card with an even mana value from among the milled cards onto the battlefield under your control.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Gyruda, Doom of Depths (4)(U/B)(U/B)</div><div>Legendary Creature -- Demon Kraken</div><div>Companion -- Your starting deck contains only cards with even mana values. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) When Gyruda enters, each player mills four cards. Put a creature card with an even mana value from among the milled cards onto the battlefield under your control.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Gyruda, Doom of Depths (4)(U/B)(U/B)</div><div>Legendary Creature -- Demon Kraken</div><div>Companion -- Your starting deck contains only cards with even mana values. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) When Gyruda enters, each player mills four cards. Put a creature card with an even mana value from among the milled cards onto the battlefield under your control.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Indatha Triome</div><div>Land -- Plains Swamp Forest</div><div>({T}: Add {W}, {B}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Indatha Triome</div><div>Land -- Plains Swamp Forest</div><div>({T}: Add {W}, {B}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Jetmir's Garden</div><div>Land -- Mountain Forest Plains</div><div>({T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Jetmir's Garden</div><div>Land -- Mountain Forest Plains</div><div>({T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Land -- Forest Island Mountain

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

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This land enters tapped.
Cycling **{3}** (**{3}**, Discard this card:
Draw a card.)

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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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Basic Land -- Mountain

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

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Basic Land -- Mountain

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

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Overgrown Tomb

Land -- Swamp Forest

($\{T\}$: Add $\{B\}$ or $\{G\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Plains

Basic Land -- Plains

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

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Quintorius **Kand** 3 R W

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

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Quintorius Kand (3) (R) (W)

Legendary Planeswalker -- Quintorius

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L 4

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Sacred Foundry

Land -- Mountain Plains

($\{T\}$: Add $\{R\}$ or $\{W\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Sacred Foundry

Land -- Mountain Plains

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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<div> <div>Spark Double</div> <div> <div>3</div> <div>U</div> </div> </div> <div>Creature -- Illusion</div> <div> <p>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.</p> </div> <div> <div>0/0</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Spark Double</div> <div> <div>3</div> <div>U</div> </div> </div> <div>Creature -- Illusion</div> <div> <p>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.</p> </div> <div> <div>0/0</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Spark Double</div> <div> <div>3</div> <div>U</div> </div> </div> <div>Creature -- Illusion</div> <div> <p>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.</p> </div> <div> <div>0/0</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Spark Double</div> <div> <div>3</div> <div>U</div> </div> </div> <div>Creature -- Illusion</div> <div> <p>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.</p> </div> <div> <div>0/0</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div> <div>Spinewoods Armadillo</div> <div> <div>4</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Armadillo</div> <div> <p>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.</p> </div> <div> <div>7/7</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Spinewoods Armadillo</div> <div> <div>4</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Armadillo</div> <div> <p>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.</p> </div> <div> <div>7/7</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Spinewoods Armadillo</div> <div> <div>4</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Armadillo</div> <div> <p>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.</p> </div> <div> <div>7/7</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Spinewoods Armadillo</div> <div> <div>4</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Armadillo</div> <div> <p>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.</p> </div> <div> <div>7/7</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

Stomping Ground

Land -- Mountain Forest

($\{T\}$: Add $\{R\}$ or $\{G\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Stomping Ground

Land -- Mountain Forest

($\{T\}$: Add $\{R\}$ or $\{G\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden

Land -- Forest Plains

((T): Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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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ⓇⓇ

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ⓇⓇ

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

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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

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<div> Bedeck (B/R)(B/R) </div> <div> Instant </div> <div> Target creature gets +3/-3 until end of turn. </div> <div> [sideboard] </div> <div> <div> <div> </div> <div> </div> </div> </div> <div> <div> Bedazzle (4)(B)(R) </div> <div> Instant </div> <div> Destroy target nonbasic land. Bedazzle deals 2 damage to target opponent or planeswalker. </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Consecrate (1)(4/R) </div> <div> Instant </div> <div> Exile target card from a graveyard. Draw a card. </div> <div> [sideboard] </div> <div> <div> <div> </div> <div> </div> </div> </div> <div> <div> Consume (2)(W)(B) </div> <div> Sorcery </div> <div> Target player sacrifices a creature with the greatest power among creatures they control. You gain life equal to its power. </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Consecrate (1)(4/R) </div> <div> Instant </div> <div> Exile target card from a graveyard. Draw a card. </div> <div> [sideboard] </div> <div> <div> <div> </div> <div> </div> </div> </div> <div> <div> Consume (2)(W)(B) </div> <div> Sorcery </div> <div> Target player sacrifices a creature with the greatest power among creatures they control. You gain life equal to its power. </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Dragonlord Dromoka (4)(G)(W) </div> <div> Legendary Creature -- Elder Dragon </div> <div> This spell can't be countered. Flying, lifelink Your opponents can't cast spells during your turn. </div> <div> [sideboard] </div> <div> <div> <div> </div> <div> </div> </div> </div> <div> <div> <div> 5/7 </div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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<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>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>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>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>
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