

<div> <div> <div>Beanstalk Giant</div> <div> <div>6</div> <div>G</div> </div> </div> <div> <div>Creature -- Giant</div> <div> <p>Beanstalk Giant's power and toughness are each equal to the number of lands you control.</p> <div>*/*</div> </div> </div> </div>	<div> <div> <div>Beanstalk Giant</div> <div> <div>6</div> <div>G</div> </div> </div> <div> <div>Creature -- Giant</div> <div> <p>Beanstalk Giant's power and toughness are each equal to the number of lands you control.</p> <div>*/*</div> </div> </div> </div>	<div> <div> <div>Beanstalk Giant</div> <div> <div>6</div> <div>G</div> </div> </div> <div> <div>Creature -- Giant</div> <div> <p>Beanstalk Giant's power and toughness are each equal to the number of lands you control.</p> <div>*/*</div> </div> </div> </div>	<div> <div> <div>Blood Crypt</div> <div></div> </div> <div> <div>Land -- Swamp Mountain</div> <div> <p>([T]): Add [B] or [R].) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> </div> </div>
<div> <div> <div>Fertile Footsteps</div> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Sorcery -- Adventure</div> <div> <p>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.)</p> </div> </div> </div>	<div> <div> <div>Fertile Footsteps</div> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Sorcery -- Adventure</div> <div> <p>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.)</p> </div> </div> </div>	<div> <div> <div>Fertile Footsteps</div> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Sorcery -- Adventure</div> <div> <p>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.)</p> </div> </div> </div>	<div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div> <div>Boseiju, Who Endures</div> <div></div> </div> <div> <div>Legendary Land</div> <div> <p>[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.</p> </div> </div> </div>	<div> <div> <div>Clever Impersonator</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Shapeshifter</div> <div> <p>You may have this creature enter as a copy of any nonland permanent on the battlefield.</p> <div>0/0</div> </div> </div> </div>	<div> <div> <div>Clever Impersonator</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Shapeshifter</div> <div> <p>You may have this creature enter as a copy of any nonland permanent on the battlefield.</p> <div>0/0</div> </div> </div> </div>	<div> <div> <div>Connive</div> <div> <div>2</div> <div>U/B</div> <div>U/B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Gain control of target creature with power 2 or less.</p> </div> </div> </div>
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Playtest cards - Chuckles1248 - 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 1/10 - 8 cards - 2.5 x 3.5 in each

Playtest cards - Chuckles1248 - Pioneer (Pioneer League) sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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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>Greater Tanuki</div><div><div>4GG</div></div></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><div>6/5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Greater Tanuki</div><div><div>4GG</div></div></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><div>6/5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Indatha Triome</div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Indatha Triome</div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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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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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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Mountain

Basic Land -- Mountain

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

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<div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Overgrown Tomb</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Quintorius Kand</div> <div>Legendary Planeswalker -- Quintorius</div> <div>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.</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Quintorius Kand</div> <div>Legendary Planeswalker -- Quintorius</div> <div>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.</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Quintorius Kand</div> <div>Legendary Planeswalker -- Quintorius</div> <div>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.</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Quintorius Kand</div> <div>Legendary Planeswalker -- Quintorius</div> <div>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.</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Spark Double</div><div>Creature -- Illusion</div><div>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.</div></div><div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div>Spinewoods Armadillo 4GG</div><div>Creature -- Armadillo</div><div>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}{G}, 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.</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spinewoods Armadillo 4GG</div><div>Creature -- Armadillo</div><div>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}{G}, 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.</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spinewoods Armadillo 4GG</div><div>Creature -- Armadillo</div><div>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}{G}, 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.</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<p>Trumpeting Carnosaur (4)(R)(R)</p> <p>Creature -- Dinosaur</p> <p>Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.</p> <p>7/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Trumpeting Carnosaur (4)(R)(R)</p> <p>Creature -- Dinosaur</p> <p>Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.</p> <p>7/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Trumpeting Carnosaur (4)(R)(R)</p> <p>Creature -- Dinosaur</p> <p>Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.</p> <p>7/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Trumpeting Carnosaur (4)(R)(R)</p> <p>Creature -- Dinosaur</p> <p>Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.</p> <p>7/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Dragonlord Dromoka (4)(G)(W)</p> <p>Legendary Creature -- Elder Dragon</p> <p>This spell can't be countered. Flying, lifelink Your opponents can't cast spells during your turn.</p> <p>[sideboard]</p> <p>5/7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Dragonlord Dromoka (4)(G)(W)</p> <p>Legendary Creature -- Elder Dragon</p> <p>This spell can't be countered. Flying, lifelink Your opponents can't cast spells during your turn.</p> <p>[sideboard]</p> <p>5/7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Keruga, the Macrosage (3)(6/U)(6/U)</p> <p>Legendary Creature -- Dinosaur Hippo</p> <p>Companion -- Your starting deck contains only cards with mana value 3 or greater and land cards. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) When Keruga enters, draw a card for each other permanent you control with mana value 3 or greater.</p> <p>[sideboard]</p> <p>5/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Mirrorshell Crab (5)(U)(U)</p> <p>Artifact Creature -- Crab</p> <p>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}.</p> <p>[sideboard]</p> <p>5/7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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

<div> <div>Mirrorshell Crab</div> <div> <div>5</div> <div>U</div> <div>U</div> </div> </div> <div>Artifact Creature -- Crab</div> <div> <p>Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</p> <p>Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.</p> <p>[sideboard]</p> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Mirrorshell Crab</div> <div> <div>5</div> <div>U</div> <div>U</div> </div> </div> <div>Artifact Creature -- Crab</div> <div> <p>Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</p> <p>Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.</p> <p>[sideboard]</p> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Quakebringer</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div>Creature -- Giant Berserker</div> <div> <p>Your opponents can't gain life. At the beginning of your upkeep, Quakebringer deals 2 damage to each opponent. This ability triggers only if Quakebringer is on the battlefield or if Quakebringer is in your graveyard and you control a Giant.</p> <p>Foretell {2}{R}{R}</p> <p>[sideboard]</p> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Quakebringer</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div>Creature -- Giant Berserker</div> <div> <p>Your opponents can't gain life. At the beginning of your upkeep, Quakebringer deals 2 damage to each opponent. This ability triggers only if Quakebringer is on the battlefield or if Quakebringer is in your graveyard and you control a Giant.</p> <p>Foretell {2}{R}{R}</p> <p>[sideboard]</p> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
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