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| <div><div>Beanstalk Giant</div><div><div>6</div><div>G</div></div></div> <div>Creature -- Giant</div> <div>Beanstalk Giant's power and toughness are each equal to the number of lands you control.</div> <div><div>*/*</div></div> <div><div>----</div><div>ADVENTURE</div><div>----</div></div> <div><div>Fertile Footsteps</div><div><div>2</div><div>G</div></div></div> <div>Sorcery -- Adventure</div> <div>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.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Beanstalk Giant</div><div><div>6</div><div>G</div></div></div> <div>Creature -- Giant</div> <div>Beanstalk Giant's power and toughness are each equal to the number of lands you control.</div> <div><div>*/*</div></div> <div><div>----</div><div>ADVENTURE</div><div>----</div></div> <div><div>Fertile Footsteps</div><div><div>2</div><div>G</div></div></div> <div>Sorcery -- Adventure</div> <div>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.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Beanstalk Giant</div><div><div>6</div><div>G</div></div></div> <div>Creature -- Giant</div> <div>Beanstalk Giant's power and toughness are each equal to the number of lands you control.</div> <div><div>*/*</div></div> <div><div>----</div><div>ADVENTURE</div><div>----</div></div> <div><div>Fertile Footsteps</div><div><div>2</div><div>G</div></div></div> <div>Sorcery -- Adventure</div> <div>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.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Beanstalk Giant</div><div><div>6</div><div>G</div></div></div> <div>Creature -- Giant</div> <div>Beanstalk Giant's power and toughness are each equal to the number of lands you control.</div> <div><div>*/*</div></div> <div><div>----</div><div>ADVENTURE</div><div>----</div></div> <div><div>Fertile Footsteps</div><div><div>2</div><div>G</div></div></div> <div>Sorcery -- Adventure</div> <div>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.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Bedeck</div><div><div>R/R</div><div>B/R</div></div></div> <div>Instant</div> <div>Target creature gets +3/-3 until end of turn.</div> <div><div>----</div><div>RIGHT HALF</div><div>----</div></div> <div><div>Bedazzle</div><div><div>4</div><div>B</div><div>R</div></div></div> <div>Instant</div> <div>Destroy target nonbasic land. Bedazzle deals 2 damage to target opponent or planeswalker.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                              | <div><div>Bedeck</div><div><div>R/R</div><div>B/R</div></div></div> <div>Instant</div> <div>Target creature gets +3/-3 until end of turn.</div> <div><div>----</div><div>RIGHT HALF</div><div>----</div></div> <div><div>Bedazzle</div><div><div>4</div><div>B</div><div>R</div></div></div> <div>Instant</div> <div>Destroy target nonbasic land. Bedazzle deals 2 damage to target opponent or planeswalker.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                              | <div><div>Bedeck</div><div><div>R/R</div><div>B/R</div></div></div> <div>Instant</div> <div>Target creature gets +3/-3 until end of turn.</div> <div><div>----</div><div>RIGHT HALF</div><div>----</div></div> <div><div>Bedazzle</div><div><div>4</div><div>B</div><div>R</div></div></div> <div>Instant</div> <div>Destroy target nonbasic land. Bedazzle deals 2 damage to target opponent or planeswalker.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                              | <div><div>Bedeck</div><div><div>R/R</div><div>B/R</div></div></div> <div>Instant</div> <div>Target creature gets +3/-3 until end of turn.</div> <div><div>----</div><div>RIGHT HALF</div><div>----</div></div> <div><div>Bedazzle</div><div><div>4</div><div>B</div><div>R</div></div></div> <div>Instant</div> <div>Destroy target nonbasic land. Bedazzle deals 2 damage to target opponent or planeswalker.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                              |

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| <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>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><b>Boseiju, Who Endures</b></div><div>Legendary Land</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Clever Impersonator</b> 2UU</div><div>Creature -- Shapeshifter</div><div>You may have this creature enter as a copy of any nonland permanent on the battlefield.</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Clever Impersonator</b> 2UU</div><div>Creature -- Shapeshifter</div><div>You may have this creature enter as a copy of any nonland permanent on the battlefield.</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      |
| <div><div><b>Fabled Passage</b></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><b>Forest</b></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                        | <div><div><b>Forest</b></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                             | <div><div><b>Greater Tanuki</b> 4GG</div><div>Enchantment Creature -- Dog</div><div>Trample<br/>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> |

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| <div><div><div>Greater Tanuki</div><div><div>4GG</div></div></div><div><div>Enchantment Creature -- Dog</div><div>Trample<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Greater Tanuki</div><div><div>4GG</div></div></div><div><div>Enchantment Creature -- Dog</div><div>Trample<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Indatha Triome</div></div><div><div>Land -- Plains Swamp Forest</div><div>{T}: Add {W}, {B}, or {G}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   |
| <div><div><div>Indatha Triome</div></div><div><div>Land -- Plains Swamp Forest</div><div>{T}: Add {W}, {B}, or {G}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div><div>Indatha Triome</div></div><div><div>Land -- Plains Swamp Forest</div><div>{T}: Add {W}, {B}, or {G}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 | <div><div><div>Ketria Triome</div></div><div><div>Land -- Forest Island Mountain</div><div>{T}: Add {G}, {U}, or {R}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Ketria Triome</div><div>Land -- Forest Island Mountain</div><div>{T}: Add {G}, {U}, or {R}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div><div>Ketria Triome</div><div>Land -- Forest Island Mountain</div><div>{T}: Add {G}, {U}, or {R}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div><div>Ketria Triome</div><div>Land -- Forest Island Mountain</div><div>{T}: Add {G}, {U}, or {R}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div><div>Leyline Binding</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less<br/>to cast for each basic land type<br/>among lands you control.<br/>When this enchantment enters, exile<br/>target nonland permanent an opponent<br/>controls until this enchantment<br/>leaves the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Leyline Binding</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less<br/>to cast for each basic land type<br/>among lands you control.<br/>When this enchantment enters, exile<br/>target nonland permanent an opponent<br/>controls until this enchantment<br/>leaves the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline Binding</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less<br/>to cast for each basic land type<br/>among lands you control.<br/>When this enchantment enters, exile<br/>target nonland permanent an opponent<br/>controls until this enchantment<br/>leaves the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline Binding</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less<br/>to cast for each basic land type<br/>among lands you control.<br/>When this enchantment enters, exile<br/>target nonland permanent an opponent<br/>controls until this enchantment<br/>leaves the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                               |

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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}.)<br/>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.<br/>[+1]: Create a 3/2 red and white Spirit creature token.<br/>[-3]: Discover 4.<br/>[-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.<br/>[+1]: Create a 3/2 red and white Spirit creature token.<br/>[-3]: Discover 4.<br/>[-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.<br/>[+1]: Create a 3/2 red and white Spirit creature token.<br/>[-3]: Discover 4.<br/>[-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.<br/>[+1]: Create a 3/2 red and white Spirit creature token.<br/>[-3]: Discover 4.<br/>[-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> |

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| <div><div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>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}.)<br/>As this land enters, you may pay 2<br/>life. If you don't, it enters<br/>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}.)<br/>As this land enters, you may pay 2<br/>life. If you don't, it enters<br/>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<br/>a copy of a creature or planeswalker<br/>you control, except it enters with<br/>an additional +1/+1 counter on it if<br/>it's a creature, it enters with an<br/>additional loyalty counter on it if<br/>it's a planeswalker, and it isn't<br/>legendary.</div></div><div><div>0/0</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<br/>a copy of a creature or planeswalker<br/>you control, except it enters with<br/>an additional +1/+1 counter on it if<br/>it's a creature, it enters with an<br/>additional loyalty counter on it if<br/>it's a planeswalker, and it isn't<br/>legendary.</div></div><div><div>0/0</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<br/>a copy of a creature or planeswalker<br/>you control, except it enters with<br/>an additional +1/+1 counter on it if<br/>it's a creature, it enters with an<br/>additional loyalty counter on it if<br/>it's a planeswalker, and it isn't<br/>legendary.</div></div><div><div>0/0</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<br/>a copy of a creature or planeswalker<br/>you control, except it enters with<br/>an additional +1/+1 counter on it if<br/>it's a creature, it enters with an<br/>additional loyalty counter on it if<br/>it's a planeswalker, and it isn't<br/>legendary.</div></div><div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Spinewoods Armadillo</div><div>Creature -- Armadillo</div><div>Reach<br/>Ward {3} (Whenever this creature<br/>becomes the target of a spell or<br/>ability an opponent controls,<br/>counter it unless that player pays<br/>{3}.)<br/>{1}{6}, Discard this card: Search<br/>your library for a basic land card<br/>or a Desert card, reveal it, put it<br/>into your hand, then shuffle. You<br/>gain 3 life.</div></div><div><div>7/7</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<br/>Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)<br/>{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<br/>Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)<br/>{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<br/>Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)<br/>{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}.)<br/>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}.)<br/>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}.)<br/>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}.)<br/>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>                                                                                               |

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| <div> Trumpeting Carnosaur 4 R R </div> <div> Creature -- Dinosaur </div> <div> Trample<br/> When this creature enters, discover 5.<br/> {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. </div> <div> 7/6 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                           | <div> Trumpeting Carnosaur 4 R R </div> <div> Creature -- Dinosaur </div> <div> Trample<br/> When this creature enters, discover 5.<br/> {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. </div> <div> 7/6 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>         | <div> Trumpeting Carnosaur 4 R R </div> <div> Creature -- Dinosaur </div> <div> Trample<br/> When this creature enters, discover 5.<br/> {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. </div> <div> 7/6 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                 | <div> Trumpeting Carnosaur 4 R R </div> <div> Creature -- Dinosaur </div> <div> Trample<br/> When this creature enters, discover 5.<br/> {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. </div> <div> 7/6 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                     |
| <div> Consecrate 1 4/B </div> <div> Instant </div> <div> Exile target card from a graveyard.<br/> Draw a card. </div> <div> [sideboard] </div> <div> ----- RIGHT HALF ----- </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Dragonlord Dromoka 4 G W </div> <div> Legendary Creature -- Elder Dragon </div> <div> This spell can't be countered.<br/> Flying, lifelink<br/> Your opponents can't cast spells during your turn. </div> <div> [sideboard] </div> <div> 5/7 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Keruga, the Macrosage 3 6/W 6/W </div> <div> Legendary Creature -- Dinosaur Hippo </div> <div> 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.)<br/> When Keruga enters, draw a card for each other permanent you control with mana value 3 or greater. </div> <div> [sideboard] </div> <div> 5/4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Mirrorshell Crab 5 U U </div> <div> Artifact Creature -- Crab </div> <div> Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)<br/> Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}. </div> <div> [sideboard] </div> <div> 5/7 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div> <div>Mirrorshell Crab</div> <div> <div>5</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Artifact Creature -- Crab</div> <div> <div>Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</div> <div>Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.</div> </div> <div>[sideboard]</div> <div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Quakebringer</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Giant Berserker</div> <div> <div>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.</div> <div>Foretell {2}{R}{R}</div> </div> <div>[sideboard]</div> <div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Shark Typhoon</div> <div> <div>5</div> <div>U</div> </div> </div> <div> <div>Enchantment</div> <div> <div>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.</div> <div>Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)</div> <div>When you cycle this card, create an X/X blue Shark creature token with flying.</div> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Shark Typhoon</div> <div> <div>5</div> <div>U</div> </div> </div> <div> <div>Enchantment</div> <div> <div>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.</div> <div>Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)</div> <div>When you cycle this card, create an X/X blue Shark creature token with flying.</div> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
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Playtest cards - PersecutoreS - 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 9/10 - 8 cards - 2.5 x 3.5 in each

