

<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>----- ADVENTURE -----</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>----- ADVENTURE -----</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>----- ADVENTURE -----</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>----- ADVENTURE -----</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>----- RIGHT HALF -----</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>----- RIGHT HALF -----</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>----- RIGHT HALF -----</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>----- RIGHT HALF -----</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} 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>Boseiju, Who Endures</div><div>Legendary Land</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Clever Impersonator 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>Clever Impersonator 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>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>Greater Tanuki 4GG</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><div>Greater Tanuki 4GG</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><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>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>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ketria Triome</div><div>Land -- Forest Island Mountain</div><div>{T}: Add {G}, {U}, or {R}.) 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>Ketria Triome</div><div>Land -- Forest Island Mountain</div><div>{T}: Add {G}, {U}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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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 ③④⑤

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 (3RW)

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L 4

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Raffine's Tower

Land -- Plains Island Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

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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Playtest cards - planeswalkerzen - Pioneer (Pioneer League)	sheet 5/10 - 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>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>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div><div>Spinewoods Armadillo</div><div><div>4</div><div>G</div><div>G</div></div></div> <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><div>7/7</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Steam Vents</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Stomping Ground</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Stomping Ground</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<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>Watery Grave</p> <p>Land -- Island Swamp</p> <p>({T}): Add {U} or {B}.) 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>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/W)(6/W)</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>Quakebringer (3)(R)(R)</p> <p>Creature -- Giant Berserker</p> <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. Foretell {2}{R}{R}</p> <p>[sideboard]</p> <p>5/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - planeswalkerzen - Pioneer (Pioneer League)

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

<div><div><div>Quakebringer</div><div>3RR</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Quakebringer</div><div>3RR</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Shark Typhoon</div><div>5U</div></div><div>Enchantment</div><div><p>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.</p><p>Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)</p><p>When you cycle this card, create an X/X blue Shark creature token with flying.</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Shark Typhoon</div><div>5U</div></div><div>Enchantment</div><div><p>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.</p><p>Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)</p><p>When you cycle this card, create an X/X blue Shark creature token with flying.</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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