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| <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><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><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><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><div><div>Bedeck</div><div><div>B/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><div><div>Bedeck</div><div><div>B/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><div><div>Bedeck</div><div><div>B/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><div><div>Bedeck</div><div><div>B/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>                                                                                                                                                             |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Blood Crypt</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>Boseiju, Who Endures</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>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>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>Dig Through Time 6UU</div> <div>Instant</div> <div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Dig Through Time 6UU</div> <div>Instant</div> <div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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> |

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

## Forest

Basic Land -- Forest

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

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4 G G

Enchantment Creature -- Dog

Trample  
Channel -- {2}{6}, 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

4 G G

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

4 G G

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

4 G G

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

6 G

Sorcery

Domain -- Create a 3/3 green Beast creature token for each basic land type among lands you control. {1}{G}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 3 life.

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## Indatha Triome

Land -- Plains Swamp Forest

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

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| <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}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>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}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                               |

## Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Otawara, Soaring City

## Legendary Land

{T}: Add {U}.  
Channel -- {3}{U}, Discard this  
card: Return target artifact,  
creature, enchantment, or  
planeswalker to its owner's hand.  
This ability costs {1} less to  
activate for each legendary creature  
you control.

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Quintorius**    **Kand**    (3)(R)(W)

## Legendary Planeswalker -- Quintorius

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**L 4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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[-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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## Playtest cards - Dildete - 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 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Quintorius Kand</div><div><div>3</div><div>R</div><div>W</div></div></div> <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><div>L</div><div>4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Sacred Foundry</div></div> <div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>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>Sacred Foundry</div></div> <div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>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>Spara's Headquarters</div></div> <div><div>Land -- Forest Plains Island</div><div>{T}: Add {G}, {W}, or {U}.)<br/>This land enters tapped.<br/>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>Spara's Headquarters</div></div> <div><div>Land -- Forest Plains Island</div><div>{T}: Add {G}, {W}, or {U}.)<br/>This land enters tapped.<br/>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>Spark Double</div><div><div>3</div><div>U</div></div></div> <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>0/0</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Spark Double</div><div><div>3</div><div>U</div></div></div> <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>0/0</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Spark Double</div><div><div>3</div><div>U</div></div></div> <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>0/0</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <div>Spark Double</div> <div> <div>3</div> <div>U</div> </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>0/0</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Spinewoods Armadillo</div> <div> <div>4</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Armadillo</div> <div> <p>Reach</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}.)</p> <p>{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.</p> </div> <div>7/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Spinewoods Armadillo</div> <div> <div>4</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Armadillo</div> <div> <p>Reach</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}.)</p> <p>{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.</p> </div> <div>7/7</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> <p>{T}: Add {U} or {R}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </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> <p>{T}: Add {R} or {G}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                | <div> <div>Swamp</div> </div> <div> <div>Basic Land -- Swamp</div> <div> <p>{T}: Add {B}.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                           | <div> <div>Trumpeting Carnosaur</div> <div> <div>4</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div> <p>Trample</p> <p>When this creature enters, discover 5.</p> <p>{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.</p> </div> <div>7/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                         | <div> <div>Trumpeting Carnosaur</div> <div> <div>4</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div> <p>Trample</p> <p>When this creature enters, discover 5.</p> <p>{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.</p> </div> <div>7/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.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>Ziatora's Proving Ground</div> <div>Land -- Swamp Mountain Forest</div> <div>(T): Add {B}, {R}, or {G}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                           | <div>Ziatora's Proving Ground</div> <div>Land -- Swamp Mountain Forest</div> <div>(T): Add {B}, {R}, or {G}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                    |
| <div>Boseiju, Who Endures</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>[sideboard]</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>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> |

Playtest cards - Dildete - 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 8/10 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
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| <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> </div> <div>[sideboard]</div> <div> <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> </div> <div>[sideboard]</div> <div> <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> </div> <div>[sideboard]</div> <div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Shark Typhoon</div> <div> <div>5</div> <div>U</div> </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> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Shark Typhoon</div> <div> <div>5</div> <div>U</div> </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> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>        | <div> <div>Thought Distortion</div> <div> <div>4</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>This spell can't be countered. Target opponent reveals their hand. Exile all noncreature, nonland cards from that player's hand and graveyard.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                       | <div> <div>Thought Distortion</div> <div> <div>4</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>This spell can't be countered. Target opponent reveals their hand. Exile all noncreature, nonland cards from that player's hand and graveyard.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                       | <div> <div>Thought Distortion</div> <div> <div>4</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>This spell can't be countered. Target opponent reveals their hand. Exile all noncreature, nonland cards from that player's hand and graveyard.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                |

6 W W

This spell costs {1} less to cast  
for each creature on the  
battlefield.  
Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 B B

At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.

- - - ADVENTURE - - -

① ⑧

Target creature gets -3/-3 until end of turn. You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 B B

At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.

- - - ADVENTURE - -

① ②

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev