

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

Playtest cards - lord_wannam - Pioneer (Pioneer League)

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures Legendary Land {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clever Impersonator 2UU Creature -- Shapeshifter You may have this creature enter as a copy of any nonland permanent on the battlefield. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Clever Impersonator 2UU Creature -- Shapeshifter You may have this creature enter as a copy of any nonland permanent on the battlefield. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fabled Passage Land {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Greater Tanuki 4GG 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 PLAYbotbox.dev	Greater Tanuki 4GG 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 PLAYbotbox.dev	Greater Tanuki 4GG 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 PLAYbotbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ketria Triome

Land -- Forest Island Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline Binding

⑤ ⑤

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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5 W

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Enchantment

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Domain -- This spell costs {1} less
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When this enchantment enters, exile
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leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Quintorius Kand 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 PLAYbotbox.dev	Quintorius Kand 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 PLAYbotbox.dev	Quintorius Kand 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 PLAYbotbox.dev	Quintorius Kand 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 PLAYbotbox.dev

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

Land -- Mountain Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Land -- Mountain Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Illusion

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.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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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.

0/0

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0/0

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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.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Armadillo

Reach
Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)
{1}{6}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Spinewoods Armadillo 4GG Creature -- Armadillo 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. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spinewoods Armadillo 4GG Creature -- Armadillo 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. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spinewoods Armadillo 4GG Creature -- Armadillo 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. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Trumpeting Carnosaur (4)(R)(R) Creature -- Dinosaur Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trumpeting Carnosaur (4)(R)(R) Creature -- Dinosaur Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trumpeting Carnosaur (4)(R)(R) Creature -- Dinosaur Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trumpeting Carnosaur (4)(R)(R) Creature -- Dinosaur Trample When this creature enters, discover 5. {2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker. 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cease (1)(6/6) Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. [sideboard] ----- RIGHT HALF ----- Desist (4)(6/W)(6/W) Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cease (1)(6/6) Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. [sideboard] ----- RIGHT HALF ----- Desist (4)(6/W)(6/W) Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonlord Dromoka (4)(G)(W) Legendary Creature -- Elder Dragon This spell can't be countered. Flying, lifelink Your opponents can't cast spells during your turn. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragonlord Dromoka (4)(G)(W) Legendary Creature -- Elder Dragon This spell can't be countered. Flying, lifelink Your opponents can't cast spells during your turn. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

3 G/U G/U

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.

5/4

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5 U U

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}.

5/7

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5 U U

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}.

5/7

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① R

When you unlock this door, this Room deals damage equal to the number of cards in your hand to target creature an opponent controls.
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

- - - RIGHT HALF - - -

③ ④ ⑤

You have no maximum hand size.
At the beginning of your end step,
draw a card.
(You may cast either half. That door
unlocks on the battlefield. As a
sorcery, you may pay the mana cost of
a locked door to unlock it.)

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① R

When you unlock this door, this Room deals damage equal to the number of cards in your hand to target creature an opponent controls. (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

- - - RIGHT HALF - - -

3 U U

You have no maximum hand size.
At the beginning of your end step,
draw a card.
(You may cast either half. That door
unlocks on the battlefield. As a
sorcery, you may pay the mana cost of
a locked door to unlock it.)

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4 B B

This spell can't be countered.
Target opponent reveals their hand.
Exile all noncreature, nonland cards
from that player's hand and
graveyard.

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This spell can't be countered.
Target opponent reveals their hand.
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