

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	Bonecrusher Giant (2)(R) Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 ----- ADVENTURE ----- Stomp (1)(R) Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - pao1989-06933 - Pioneer (Holiday Night Magic)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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

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G

Look at the top three cards of your library. You may reveal an artifact, creature, or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Whenever you cast a creature spell that has an Adventure, draw a card. (It doesn't need to have gone on the adventure first.)

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Flying
{1}{U}, Discard two cards: Return this creature to its owner's hand.

1/4

Granted (3)(U)

You may reveal a noncreature card you own from outside the game and put it into your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

Fae of Wishes ① U Creature -- Faerie Wizard Flying {1}{U}, Discard two cards: Return this creature to its owner's hand. 1/4 ----- ADVENTURE ----- Granted ③ U Sorcery -- Adventure You may reveal a noncreature card you own from outside the game and put it into your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Island Basic Land -- Island {T}: Add {U}. 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 PLAYbotbox.dev	Lucky Clover Artifact Whenever you cast an Adventure instant or sorcery spell, copy it. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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	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
Temur Battlecrier Creature -- Orc Ranger During your turn, spells you cast cost {1} less to cast for each creature you control with power 4 or greater. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temur Battlecrier Creature -- Orc Ranger During your turn, spells you cast cost {1} less to cast for each creature you control with power 4 or greater. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temur Battlecrier Creature -- Orc Ranger During your turn, spells you cast cost {1} less to cast for each creature you control with power 4 or greater. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temur Battlecrier Creature -- Orc Ranger During your turn, spells you cast cost {1} less to cast for each creature you control with power 4 or greater. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thornspire Verge

Land

{T}: Add {R}.
{T}: Add {G}. Activate only if you control a Mountain or a Forest.

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Thornspire Verge

Land

{T}: Add {R}.
{T}: Add {G}. Activate only if you control a Mountain or a Forest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Willowrush Verge

Land

{T}: Add {U}.
{T}: Add {G}. Activate only if you control a Forest or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Willowrush Verge

Land

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{T}: Add {U}.
{T}: Add {G}. Activate only if you
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Alrund's Epiphany (5)(U)(U)

Sorcery

Create two 1/1 blue Bird creature tokens with flying. Take an extra turn after this one. Exile Alrund's Epiphany.

Foretell {4}{U}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Back to Nature 1 G

Instant

Destroy all enchantments.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brotherhood's End (1)(R)(R)

Sorcery

Choose one --

- * Brotherhood's End deals 3 damage to each creature and each planeswalker.
- * Destroy all artifacts with mana value 3 or less.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disallow 1UU

Instant

Counter target spell, activated ability, or triggered ability. (Mana abilities can't be targeted.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragonclaw Strike 2/02/02/R Sorcery Double the power and toughness of target creature you control until end of turn. Then it fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	End the Festivities R Sorcery End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Extraordinary Journey X XU U Enchantment When this enchantment enters, exile up to X target creatures. For each of those cards, its owner may play it for as long as it remains exiled. Whenever one or more nontoken creatures enter, if one or more of them entered from exile or was cast from exile, you draw a card. This ability triggers only once each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fling 1R Instant As an additional cost to cast this spell, sacrifice a creature. Fling deals damage equal to the sacrificed creature's power to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Galvanic Iteration U R Instant When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy. Flashback {1}{U}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heritage Reclamation 1G Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mirrex Land -- Sphere {T}: Add {C}. {T}: Add one mana of any color. Activate only if this land entered this turn. {3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Once and Future 3G Instant Return target card from your graveyard to your hand. Put up to one other target card from your graveyard on top of your library. Exile Once and Future. Adamant -- If at least three green mana was spent to cast this spell, instead return those cards to your hand and exile Once and Future. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shadowspear 1 Legendary Artifact -- Equipment Equipped creature gets +1/+1 and has trample and lifelink. {1}: Permanents your opponents control lose hexproof and indestructible until end of turn. Equip {2} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Test of Talents 1 U Instant Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for any number of cards with the same name as that spell and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Weathered Runestone 2 Artifact Nonland permanent cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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