

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
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	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	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	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

Playtest cards - Zastoparikus - Standard (Standard League) sheet 2/10 - 8 cards - 2.5 x 3.5 in each
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.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R G

Exile the top five cards of your library. You may play cards exiled this way until the end of your next turn.

You may play an additional land this turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

1/4

- - - ADVENTURE - - -

③ ④

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

Fae of Wishes ①① Creature -- Faerie Wizard Flying {1}{U}, Discard two cards: Return this creature to its owner's hand. 1/4 ----- ADVENTURE ----- Granted ③① 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	Fae of Wishes ①① Creature -- Faerie Wizard Flying {1}{U}, Discard two cards: Return this creature to its owner's hand. 1/4 ----- ADVENTURE ----- Granted ③① 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	Fae of Wishes ①① Creature -- Faerie Wizard Flying {1}{U}, Discard two cards: Return this creature to its owner's hand. 1/4 ----- ADVENTURE ----- Granted ③① 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
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Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lovestruck Beast 26 Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 --- ADVENTURE --- Heart's Desire 6 Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lovestruck Beast 26 Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 --- ADVENTURE --- Heart's Desire 6 Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lovestruck Beast 26 Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 --- ADVENTURE --- Heart's Desire 6 Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) 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	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
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Temple of Abandon Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Epiphany Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Mystery Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Great Henge7GG Legendary Artifact This spell costs {X} less to cast, where X is the greatest power among creatures you control. {T}: Add {G}{G}. You gain 2 life. Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Aether Gust1U Instant Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Gust1U Instant Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Domri's AmbushRG Sorcery Put a +1/+1 counter on target creature you control. Then that creature deals damage equal to its power to target creature or planeswalker you don't control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	ExpansionU/RU/R Instant Copy target instant or sorcery spell with mana value 4 or less. You may choose new targets for the copy. [sideboard] - - - RIGHT HALF - - - ExplosionXUUURR Instant Explosion deals X damage to any target. Target player draws X cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① R

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]

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Creature cards in graveyards and libraries can't enter the battlefield.
Players can't cast spells from graveyards or libraries.

[sideboard]

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(X)(X)(U)(U)(U)(U)

Gain control of X target creatures and/or planeswalkers.

[sidebar]

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Put target enchantment on the bottom of its owner's library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target noncreature spell.

[sidebar]

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3 G

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]

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Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.

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Choose one --

- * Destroy target artifact.
- * Destroy target enchantment.
- * Exile target card from a graveyard.

[sideboard]

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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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	Storm's Wrath 2RR Sorcery Storm's Wrath deals 4 damage to each creature and each planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unsummon U Instant Return target creature to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

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