

<div> <div> Beanstalk Giant <div> <div>6</div> <div>G</div> </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> --- ADVENTURE --- </div> <div> Fertile Footsteps <div> <div>2</div> <div>G</div> </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 PLAY botbox.dev </div> </div> </div></div>	<div> <div> Beanstalk Giant <div> <div>6</div> <div>G</div> </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> --- ADVENTURE --- </div> <div> Fertile Footsteps <div> <div>2</div> <div>G</div> </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 PLAY botbox.dev </div> </div> </div></div>	<div> <div> Beanstalk Giant <div> <div>6</div> <div>G</div> </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> --- ADVENTURE --- </div> <div> Fertile Footsteps <div> <div>2</div> <div>G</div> </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 PLAY botbox.dev </div> </div> </div></div>	<div> <div> Beanstalk Giant <div> <div>6</div> <div>G</div> </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> --- ADVENTURE --- </div> <div> Fertile Footsteps <div> <div>2</div> <div>G</div> </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 PLAY botbox.dev </div> </div> </div></div>
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Playtest cards - fried-liver-attack - Pioneer (Pioneer Challenge 64)

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

<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>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>	<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>

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<div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.) 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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<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 PLAYbotbox.dev</div></div>
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<div><div>Spinewoods Armadillo 4GG</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>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spinewoods Armadillo 4GG</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>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spinewoods Armadillo 4GG</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>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Steam Vents</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Stomping Ground</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stomping Ground</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stomping Ground</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<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>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>Consecrate (1)(4/B)</p> <p>Instant</p> <p>Exile target card from a graveyard. Draw a card.</p> <p>[sideboard]</p> <p>----- - - - RIGHT HALF - - -</p> <p>Consume (2)(W)(B)</p> <p>Sorcery</p> <p>Target player sacrifices a creature with the greatest power among creatures they control. You gain life equal to its power.</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>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>

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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>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}.</div> <div>[sideboard]</div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mirrorshell Crab</div><div><div>5</div><div>U</div><div>U</div></div></div> <div>Artifact Creature -- Crab</div> <div>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}.</div> <div>[sideboard]</div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Shark Typhoon</div><div><div>5</div><div>U</div></div></div> <div>Enchantment</div> <div>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Shark Typhoon</div><div><div>5</div><div>U</div></div></div> <div>Enchantment</div> <div>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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