

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 - Gozzito - Standard (Standard Showcase Challenge)

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

Brazen Borrower

Creature -- Faerie Rogue

Flash
Flying
This creature can block only creatures with flying.

3/1

ADVENTURE

Petty Theft

Instant -- Adventure

Return target nonland permanent an opponent controls to its owner's hand.

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Cragcrown Pathway

Land

{T}: Add {R}.

BACK FACE

Timbercrown Pathway

Land

{T}: Add {G}.

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{T}: Add {R}.

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Cultivate 26 Sorcery Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cultivate 26 Sorcery Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cultivate 26 Sorcery Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cultivate 26 Sorcery Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Edgewall Innkeeper 6 Creature -- Human Peasant 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 PLAYbotbox.dev	Edgewall Innkeeper 6 Creature -- Human Peasant 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 PLAYbotbox.dev	Edgewall Innkeeper 6 Creature -- Human Peasant 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 PLAYbotbox.dev	Edgewall Innkeeper 6 Creature -- Human Peasant 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 PLAYbotbox.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 PLAYbotbox.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 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	Kazandu Mammoth1GG Creature -- Elephant Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. 3/3 -----BACK FACE----- Kazandu Valley Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kazandu Mammoth1GG Creature -- Elephant Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. 3/3 -----BACK FACE----- Kazandu Valley Land This land enters tapped. {T}: Add {G}. 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

Land -- Forest Island Mountain

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

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(**{T}**: Add **{G}**, **{U}**, or **{R}**.)
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(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

Creature -- Beast Noble

This creature can't attack unless you control a 1/1 creature.

5/5

- - - ADVENTURE - - -

Sorcery -- Adventure

Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.)

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Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R R

Flying
Spells your opponents cast that target this creature cost an additional 3 life to cast.
Whenever another creature you control enters, this creature deals damage equal to that creature's power to any target.

5/4

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Spells your opponents cast that target this creature cost an additional 3 life to cast.
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5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

7 G G

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 PLAY botbox.dev

7GG

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 PLAY botbox.dev

②③

This spell costs {2} less to cast if it targets a blue spell.
Counter target spell unless its controller pays {3}.

[sidebar]

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Counter target spell unless its controller pays {3}.

[sidebar]

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3 B/R B/F

Companion -- Your starting deck contains only cards with odd mana values 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.) If a source you control with an odd mana value would deal damage to a permanent or player, it deals double that damage to that permanent or player instead.

[sideboard]

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ox of Agonas 3 R R Creature -- Ox When this creature enters, discard your hand, then draw three cards. Escape--{R}{R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ox of Agonas 3 R R Creature -- Ox When this creature enters, discard your hand, then draw three cards. Escape--{R}{R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ox of Agonas 3 R R Creature -- Ox When this creature enters, discard your hand, then draw three cards. Escape--{R}{R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scorching Dragonfire 1 R Instant Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Scorching Dragonfire 1 R Instant Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Akroan War 3 R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gain control of target creature for as long as this Saga remains on the battlefield. II -- Until your next turn, creatures your opponents control attack each combat if able. III -- Each tapped creature deals damage to itself equal to its power. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Akroan War 3 R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gain control of target creature for as long as this Saga remains on the battlefield. II -- Until your next turn, creatures your opponents control attack each combat if able. III -- Each tapped creature deals damage to itself equal to its power. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Akroan War 3 R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gain control of target creature for as long as this Saga remains on the battlefield. II -- Until your next turn, creatures your opponents control attack each combat if able. III -- Each tapped creature deals damage to itself equal to its power. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thrashing Brontodon ①⑥⑥

Creature -- Dinosaur

{1}, Sacrifice this creature:
Destroy target artifact or
enchantment.

[sideboard]

3/4

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[sideboard]

3/4

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Vivien, Monsters' Advocate ③⑥⑥

Legendary Planeswalker -- Vivien

You may look at the top card of your
library any time.

You may cast creature spells from
the top of your library.

[+1]: Create a 3/3 green Beast
creature token. Put your choice of a
reach counter, a vigilance counter,
or a trample counter on it.

[-2]: When you next cast a creature
spell this turn, search your library
for a creature card with lesser mana
value, put it onto the battlefield,
then shuffle.

[sideboard]

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