

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Planeswalker -- Chandra

At the beginning of combat on your turn, choose up to one target Vehicle you control. Until end of turn, it becomes an artifact creature and gains haste.

[+2]: You may sacrifice an artifact or discard a card. If you do, draw a card.

[0]: Create a 3/2 colorless Vehicle artifact token with crew 1.

[-7]: You get an emblem with "Whenever an artifact you control enters, this emblem deals 3 damage to any target."

**L 4**

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**L 4**

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## Artifact Creature -- Monkey Toy

**Haste**  
When this creature dies, exile the top card of your library. You may play it until the end of your next turn.

1/1

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## Artifact Creature -- Monkey Toy

**Haste**  
When this creature dies, exile the top card of your library. You may play it until the end of your next turn.

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

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| <b>Clockwork Percussionist</b> (R)<br><hr/> Artifact Creature -- Monkey Toy<br><hr/> Haste<br>When this creature dies, exile the top card of your library. You may play it until the end of your next turn.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                               | <b>Clockwork Percussionist</b> (R)<br><hr/> Artifact Creature -- Monkey Toy<br><hr/> Haste<br>When this creature dies, exile the top card of your library. You may play it until the end of your next turn.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                               | <b>Dubious Delicacy</b> (2)(B)<br><hr/> Artifact -- Food<br><hr/> Flash<br>When this artifact enters, up to one target creature gets -3/-3 until end of turn.<br>{2}, {T}, Sacrifice this artifact: You gain 3 life.<br>{2}, {T}, Sacrifice this artifact: Target opponent loses 3 life.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Dubious Delicacy</b> (2)(B)<br><hr/> Artifact -- Food<br><hr/> Flash<br>When this artifact enters, up to one target creature gets -3/-3 until end of turn.<br>{2}, {T}, Sacrifice this artifact: You gain 3 life.<br>{2}, {T}, Sacrifice this artifact: Target opponent loses 3 life.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
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Playtest cards - Snytko, Egor - Standard (???????? (23.09))

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 2/8 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Kavaron Harrier</div> <div>Artifact Creature -- Robot Soldier</div> <div>Whenever this creature attacks, you may pay {2}. If you do, create a 2/2 colorless Robot artifact creature token that's tapped and attacking. Sacrifice that token at end of combat.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Kavaron Harrier</div> <div>Artifact Creature -- Robot Soldier</div> <div>Whenever this creature attacks, you may pay {2}. If you do, create a 2/2 colorless Robot artifact creature token that's tapped and attacking. Sacrifice that token at end of combat.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Kavaron Harrier</div> <div>Artifact Creature -- Robot Soldier</div> <div>Whenever this creature attacks, you may pay {2}. If you do, create a 2/2 colorless Robot artifact creature token that's tapped and attacking. Sacrifice that token at end of combat.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Legion Extruder</div> <div>Artifact</div> <div>When this artifact enters, it deals 2 damage to any target. {2}, {T}, Sacrifice another artifact: Create a 3/3 colorless Golem artifact creature token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Legion Extruder</div> <div>Artifact</div> <div>When this artifact enters, it deals 2 damage to any target. {2}, {T}, Sacrifice another artifact: Create a 3/3 colorless Golem artifact creature token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                       | <div> <div>Mephitic Draught</div> <div>Artifact</div> <div>When this artifact enters or is put into a graveyard from the battlefield, you draw a card and you lose 1 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                              | <div> <div>Mephitic Draught</div> <div>Artifact</div> <div>When this artifact enters or is put into a graveyard from the battlefield, you draw a card and you lose 1 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                              | <div> <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                    |

Playtest cards - Snytko, Egor - Standard (??????? (23.09))

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

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| <b>Rottenmouth Viper</b> (5)(B)<br>Creature -- Elemental Snake<br>As an additional cost to cast this spell, you may sacrifice any number of nonland permanents. This spell costs {1} less to cast for each permanent sacrificed this way. Whenever this creature enters or attacks, put a blight counter on it. Then for each blight counter on it, each opponent loses 4 life unless that player sacrifices a nonland permanent of their choice or discards a card.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Rottenmouth Viper</b> (5)(B)<br>Creature -- Elemental Snake<br>As an additional cost to cast this spell, you may sacrifice any number of nonland permanents. This spell costs {1} less to cast for each permanent sacrificed this way. Whenever this creature enters or attacks, put a blight counter on it. Then for each blight counter on it, each opponent loses 4 life unless that player sacrifices a nonland permanent of their choice or discards a card.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Rust Harvester</b> (R)<br>Artifact Creature -- Robot<br>Menace<br>{2}, {T}, Exile an artifact card from your graveyard: Put a +1/+1 counter on this creature, then it deals damage equal to its power to any target.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Rust Harvester</b> (R)<br>Artifact Creature -- Robot<br>Menace<br>{2}, {T}, Exile an artifact card from your graveyard: Put a +1/+1 counter on this creature, then it deals damage equal to its power to any target.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
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sheet 5/8 - 8 cards - 2.5 x 3.5 in each

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**Playtest cards - Snytko, Egor - Standard (???????? (23.09))** sheet 7/8 - 8 cards - 2.5 x 3.5 in each  
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Weapons Manufacturing

1R

Enchantment

Whenever a nontoken artifact you control enters, create a colorless artifact token named Munitions with "When this token leaves the battlefield, it deals 2 damage to any target."

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