

District Mascot 6 Creature -- Dog Mount This creature enters with a +1/+1 counter on it. {1}{G}, Remove two +1/+1 counters from this creature: Destroy target artifact. Whenever this creature attacks while saddled, put a +1/+1 counter on it. Saddle 1 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	District Mascot 6 Creature -- Dog Mount This creature enters with a +1/+1 counter on it. {1}{G}, Remove two +1/+1 counters from this creature: Destroy target artifact. Whenever this creature attacks while saddled, put a +1/+1 counter on it. Saddle 1 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	District Mascot 6 Creature -- Dog Mount This creature enters with a +1/+1 counter on it. {1}{G}, Remove two +1/+1 counters from this creature: Destroy target artifact. Whenever this creature attacks while saddled, put a +1/+1 counter on it. Saddle 1 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	District Mascot 6 Creature -- Dog Mount This creature enters with a +1/+1 counter on it. {1}{G}, Remove two +1/+1 counters from this creature: Destroy target artifact. Whenever this creature attacks while saddled, put a +1/+1 counter on it. Saddle 1 0/0 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	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Gene Pollinator Artifact Creature -- Robot Insect {T}, Tap an untapped permanent you control: Add one mana of any color. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gene Pollinator Artifact Creature -- Robot Insect {T}, Tap an untapped permanent you control: Add one mana of any color. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gene Pollinator Artifact Creature -- Robot Insect {T}, Tap an untapped permanent you control: Add one mana of any color. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hushwood Verge Land {T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Reluctant Role Model 1 W Creature -- Human Survivor Survival -- At the beginning of your second main phase, if this creature is tapped, put a flying, lifelink, or +1/+1 counter on it. Whenever this creature or another creature you control dies, if it had counters on it, put those counters on up to one target creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reluctant Role Model 1 W Creature -- Human Survivor Survival -- At the beginning of your second main phase, if this creature is tapped, put a flying, lifelink, or +1/+1 counter on it. Whenever this creature or another creature you control dies, if it had counters on it, put those counters on up to one target creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reluctant Role Model 1 W Creature -- Human Survivor Survival -- At the beginning of your second main phase, if this creature is tapped, put a flying, lifelink, or +1/+1 counter on it. Whenever this creature or another creature you control dies, if it had counters on it, put those counters on up to one target creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Split Up 1 W W Sorcery Choose one -- * Destroy all tapped creatures. * Destroy all untapped creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Voyager Glidecar (W) Artifact -- Vehicle When this Vehicle enters, scry 1. Tap three other untapped creatures you control: Until end of turn, this Vehicle becomes an artifact creature and gains flying. Put a +1/+1 counter on it. Crew 1 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wylie Duke, Atiin Hero (1)(G)(W) Legendary Creature -- Human Ranger Vigilance Whenever Wylie Duke becomes tapped, you gain 1 life and draw a card. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wylie Duke, Atiin Hero (1)(G)(W) Legendary Creature -- Human Ranger Vigilance Whenever Wylie Duke becomes tapped, you gain 1 life and draw a card. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wylie Duke, Atiin Hero (1)(G)(W) Legendary Creature -- Human Ranger Vigilance Whenever Wylie Duke becomes tapped, you gain 1 life and draw a card. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Doorkeeper Thrull (1)(W) Creature -- Thrull Flash Flying Artifacts and creatures entering don't cause abilities to trigger. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doorkeeper Thrull (1)(W) Creature -- Thrull Flash Flying Artifacts and creatures entering don't cause abilities to trigger. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doorkeeper Thrull (1)(W) Creature -- Thrull Flash Flying Artifacts and creatures entering don't cause abilities to trigger. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doorkeeper Thrull (1)(W) Creature -- Thrull Flash Flying Artifacts and creatures entering don't cause abilities to trigger. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ilikecookies - Standard (Standard League)

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

Run Over 1 G Instant This spell costs {1} less to cast if it targets a Mount or Vehicle you control. Target creature you control deals damage equal to its power to target creature an opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Run Over 1 G Instant This spell costs {1} less to cast if it targets a Mount or Vehicle you control. Target creature you control deals damage equal to its power to target creature an opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Run Over 1 G Instant This spell costs {1} less to cast if it targets a Mount or Vehicle you control. Target creature you control deals damage equal to its power to target creature an opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts 1 W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Skyseer's Chariot 1W Artifact -- Vehicle Flying As this Vehicle enters, choose a nonland card name. Activated abilities of sources with the chosen name cost {2} more to activate. Crew 2 [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyseer's Chariot 1W Artifact -- Vehicle Flying As this Vehicle enters, choose a nonland card name. Activated abilities of sources with the chosen name cost {2} more to activate. Crew 2 [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyseer's Chariot 1W Artifact -- Vehicle Flying As this Vehicle enters, choose a nonland card name. Activated abilities of sources with the chosen name cost {2} more to activate. Crew 2 [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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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 10/10 - 3 cards - 2.5 x 3.5 in each