

Land

This land enters tapped unless you control a basic land.

{T}: Add {W}.

{3}{W}, {T}: Put a +1/+1 counter on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Land

This land enters tapped unless you control a basic land.

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{3}{W}, {T}: Put a +1/+1 counter on each creature you control.

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Creature -- Dinosaur

Trample
Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.)
When you cycle this card, put two +1/+1 counters on up to one target creature or Vehicle. It gains trample and indestructible until end of turn.

8/8

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Land

This land enters tapped unless you control a basic land.

{T}: Add {G}.

{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)

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Creature -- Wolf

Trample

Whenever this creature deals combat damage to a player, choose one --

- * Put a +1/+1 counter on target Wolf you control.
- * Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

3/2

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Creature -- Wolf	
<p>Trample</p> <p>Whenever this creature deals combat damage to a player, choose one --</p> <ul style="list-style-type: none"> * Put a +1/+1 counter on target Wolf you control. * Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 	<div data-bbox="947 1344 1024 1388"> <div>3/2</div> </div> <div data-bbox="632 1388 976 1406"> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<p>Creature -- Wolf</p> <hr/> <p>Trample</p> <p>Whenever this creature deals combat damage to a player, choose one --</p> <ul style="list-style-type: none"> * Put a +1/+1 counter on target Wolf you control. * Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 	
<p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</p>	<div>3/2</div> <p>botbox.dev</p>

Artifact Creature -- Construct

First strike, trample

When this creature enters, you may search your library for up to two artifact, creature, and/or enchantment cards with mana value 1 or less, reveal them, put them into your hand, then shuffle.

4/4

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<div><div><div>Brightglass GearhulkGGWW</div><div>Artifact Creature -- Construct</div><div>First strike, trample When this creature enters, you may search your library for up to two artifact, creature, and/or enchantment cards with mana value 1 or less, reveal them, put them into your hand, then shuffle.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Brightglass GearhulkGGWW</div><div>Artifact Creature -- Construct</div><div>First strike, trample When this creature enters, you may search your library for up to two artifact, creature, and/or enchantment cards with mana value 1 or less, reveal them, put them into your hand, then shuffle.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Brightglass GearhulkGGWW</div><div>Artifact Creature -- Construct</div><div>First strike, trample When this creature enters, you may search your library for up to two artifact, creature, and/or enchantment cards with mana value 1 or less, reveal them, put them into your hand, then shuffle.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>BushwhackG</div><div>Sorcery</div><div>Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</div></div></div>
<div><div><div>ErodeW</div><div>Instant</div><div>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div></div></div>	<div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div></div>	<div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div></div>	<div><div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div></div>

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<div>Hushwood Verge</div> <div>Land</div> <div>{T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Hushwood Verge</div> <div>Land</div> <div>{T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Hushwood Verge</div> <div>Land</div> <div>{T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Hushwood Verge</div> <div>Land</div> <div>{T}: Add {G}. {T}: Add {W}. Activate only if you control a Forest or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Jennifer Walters (1)(W) Legendary Creature -- Human Advisor Hero Your opponents can't cast spells during your turn. {3}{G}{W}{W}: Transform Jennifer Walters. Activate only as a sorcery. <div>2/3</div> <div>BACK FACE</div> The Sensational She-Hulk (3)(G)(W)(W) Legendary Creature -- Gamma Hero Reach, trample Your opponents can't cast spells during your turn. Whenever a creature you control is dealt damage, you may have The Sensational She-Hulk deal that much damage to any target. Do this only once each turn. <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jennifer Walters (1)(W) Legendary Creature -- Human Advisor Hero Your opponents can't cast spells during your turn. {3}{G}{W}{W}: Transform Jennifer Walters. Activate only as a sorcery. <div>2/3</div> <div>BACK FACE</div> The Sensational She-Hulk (3)(G)(W)(W) Legendary Creature -- Gamma Hero Reach, trample Your opponents can't cast spells during your turn. Whenever a creature you control is dealt damage, you may have The Sensational She-Hulk deal that much damage to any target. Do this only once each turn. <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leatherhead, Swamp Stalker (2)(G)(G) Legendary Creature -- Crocodile Mutant Rogue Trample Leatherhead enters with a hexproof counter on her. Whenever Leatherhead deals combat damage to a player, you may remove a counter from her. When you do, destroy target artifact or enchantment that player controls. <div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leatherhead, Swamp Stalker (2)(G)(G) Legendary Creature -- Crocodile Mutant Rogue Trample Leatherhead enters with a hexproof counter on her. Whenever Leatherhead deals combat damage to a player, you may remove a counter from her. When you do, destroy target artifact or enchantment that player controls. <div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - Syamputra, Michael - Selesnya Gearhulk (???1 / Standard Cup 1)

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 4/10 - 8 cards - 2.5 x 3.5 in each

G

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Enchant creature you control
When this Aura enters, enchanted
creature fights up to one target
creature an opponent controls. (Each
deals damage equal to its power to
the other.)
Enchanted creature gets +0/+2 and
can't be blocked by more than one
creature.

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Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.

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As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)

Trample

Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)

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2/1

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2/1

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<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Practiced Offense2W</div> <div>Sorcery</div> <div>Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn. Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Practiced Offense2W</div> <div>Sorcery</div> <div>Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn. Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div>Temple Garden</div> <div>Land -- Forest Plains</div> <div>{T}: Add {G} 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>Temple Garden</div> <div>Land -- Forest Plains</div> <div>{T}: Add {G} 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>Temple Garden</div> <div>Land -- Forest Plains</div> <div>{T}: Add {G} 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>Temple Garden</div> <div>Land -- Forest Plains</div> <div>{T}: Add {G} 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>Vigorbloom Charm</div> <div>Instant</div> <div>Choose one -- * Target permanent you control gains hexproof and indestructible until end of turn. * You draw a card and gain 3 life. * Put a +1/+1 counter on target creature you control. Then it fights target creature an opponent controls. (Each deals damage equal to its power to the other.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Captain America, Super-Soldier</div> <div>Legendary Creature -- Human Soldier Hero</div> <div>First strike Captain America enters with a shield counter on him. (If he would be dealt damage or destroyed, remove a shield counter from him instead.) As long as Captain America has a shield counter on him, you and other Heroes you control have hexproof.</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Clarion Conqueror</div> <div>Creature -- Dragon</div> <div>Flying Activated abilities of artifacts, creatures, and planeswalkers can't be activated.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Clarion Conqueror</div> <div>Creature -- Dragon</div> <div>Flying Activated abilities of artifacts, creatures, and planeswalkers can't be activated.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Dawn's Truce (1)(W) Instant <p>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) You and permanents you control gain hexproof until end of turn. If the gift was promised, permanents you control also gain indestructible until end of turn.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Doorkeeper Thrull (1)(W) Creature -- Thrull <p>Flash Flying Artifacts and creatures entering don't cause abilities to trigger.</p> <p>[sideboard]</p> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Doorkeeper Thrull (1)(W) Creature -- Thrull <p>Flash Flying Artifacts and creatures entering don't cause abilities to trigger.</p> <p>[sideboard]</p> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Doorkeeper Thrull (1)(W) Creature -- Thrull <p>Flash Flying Artifacts and creatures entering don't cause abilities to trigger.</p> <p>[sideboard]</p> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Erode (W) Instant <p>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Keen-Eyed Curator (G)(G) Creature -- Raccoon Scout <p>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample. {1}: Exile target card from a graveyard.</p> <p>[sideboard]</p> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Keen-Eyed Curator (G)(G) Creature -- Raccoon Scout <p>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample. {1}: Exile target card from a graveyard.</p> <p>[sideboard]</p> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Meltstrider's Resolve (G) Enchantment -- Aura <p>Enchant creature you control When this Aura enters, enchanted creature fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.) Enchanted creature gets +0/+2 and can't be blocked by more than one creature.</p> <p>[sideboard]</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div>Seam Rip</div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sheltered by Ghosts</div><div>Enchantment -- Aura</div><div>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}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sheltered by Ghosts</div><div>Enchantment -- Aura</div><div>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}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spectacular Spider-Man</div><div>Legendary Creature -- Spider Human Hero</div><div>Flash {1}: Spectacular Spider-Man gains flying until end of turn. {1}, Sacrifice Spectacular Spider-Man: Creatures you control gain hexproof and indestructible until end of turn.</div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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