

Blossoming Defense G Instant Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blossoming Defense G Instant Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blossoming Defense G Instant Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blossoming Defense G Instant Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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10 G G

This spell costs {X} less to cast, where X is the total power of creatures you control.

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)

12/12

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Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)

12/12

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

When this creature enters, pay {E}{E} (two energy counters). If you can't, return this creature to its owner's hand and you get {E}.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

When this creature enters, pay {E}{E} (two energy counters). If you can't, return this creature to its owner's hand and you get {E}.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

When this creature enters, pay {E}{E} (two energy counters). If you can't, return this creature to its owner's hand and you get {E}.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {C}.
 {T}, Pay 1 life: Add {G}.
 {1}{G}{G}, {T}, Sacrifice a Desert:
 Target creature gets +3/+3 until end
 of turn. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {C}.
 {T}, Pay 1 life: Add {G}.
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{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hashep Oasis Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {G}. {1}{G}{G}, {T}, Sacrifice a Desert: Target creature gets +3/+3 until end of turn. Activate only as a sorcery. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heart of Kiran ② Legendary Artifact -- Vehicle Flying, vigilance Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.) You may remove a loyalty counter from a planeswalker you control rather than pay Heart of Kiran's crew cost. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heart of Kiran ② Legendary Artifact -- Vehicle Flying, vigilance Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.) You may remove a loyalty counter from a planeswalker you control rather than pay Heart of Kiran's crew cost. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heart of Kiran ② Legendary Artifact -- Vehicle Flying, vigilance Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.) You may remove a loyalty counter from a planeswalker you control rather than pay Heart of Kiran's crew cost. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - UrsaMajor - 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 5/10 - 8 cards - 2.5 x 3.5 in each

Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Merfolk Branchwalker 16 Creature -- Merfolk Scout When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Merfolk Branchwalker 16 Creature -- Merfolk Scout When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Merfolk Branchwalker 16 Creature -- Merfolk Scout When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Resilient Khenra 16 Creature -- Jackal Wizard When this creature enters, you may have target creature get +X/+X until end of turn, where X is this creature's power. Eternalize {4}{G}{G} ({4}{G}{G}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Jackal Wizard with no mana cost. Eternalize only as a sorcery.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Resilient Khenra 16 Creature -- Jackal Wizard When this creature enters, you may have target creature get +X/+X until end of turn, where X is this creature's power. Eternalize {4}{G}{G} ({4}{G}{G}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Jackal Wizard with no mana cost. Eternalize only as a sorcery.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Resilient Khenra 16 Creature -- Jackal Wizard When this creature enters, you may have target creature get +X/+X until end of turn, where X is this creature's power. Eternalize {4}{G}{G} ({4}{G}{G}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Jackal Wizard with no mana cost. Eternalize only as a sorcery.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Resilient Khenra 16 Creature -- Jackal Wizard When this creature enters, you may have target creature get +X/+X until end of turn, where X is this creature's power. Eternalize {4}{G}{G} ({4}{G}{G}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Jackal Wizard with no mana cost. Eternalize only as a sorcery.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

Creature -- Elf Knight

This creature can't be blocked by creatures with power 2 or less.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Dinosaur

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

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/4

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Creature -- Dinosaur

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

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant

Choose one --

- * Destroy target creature with flying.
- * Destroy target enchantment.

[sidebar]

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Instant

Choose one --

- * Destroy target creature with flying.
- * Destroy target enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Dinosaur

Whenever this creature enters or attacks, you may exile target card from a graveyard. If a creature card is exiled this way, you gain 2 life. If a noncreature card is exiled this way, this creature gets +1/+1 until end of turn.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Dinosaur

Whenever this creature enters or attacks, you may exile target card from a graveyard. If a creature card is exiled this way, you gain 2 life. If a noncreature card is exiled this way, this creature gets +1/+1 until end of turn.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

At the beginning of your upkeep, scry 1.

Whenever you cast a creature spell, you may pay {G}. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Target creature you control gains vigilance and trample until end of turn. It deals damage equal to its power to target creature you don't control.

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① ②

Target creature you control gains vigilance and trample until end of turn. It deals damage equal to its power to target creature you don't control.

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Target creature you control gains vigilance and trample until end of turn. It deals damage equal to its power to target creature you don't control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

```
[+1]: Untap target land you control.
Until your next turn, it becomes a
5/5 Elemental creature with haste.
It's still a land.
[-3]: Return target permanent card
from your graveyard to your hand.
[-6]: You get an emblem with
"Whenever a land you control enters,
you may draw a card."
```

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

[+1]: Untap target land you control. Until your next turn, it becomes a 5/5 Elemental creature with haste. It's still a land.

[-3]: Return target permanent card from your graveyard to your hand.

[-6]: You get an emblem with "Whenever a land you control enters, you may draw a card."

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3GG

[+1]: Untap target land you control. Until your next turn, it becomes a 5/5 Elemental creature with haste. It's still a land.

[-3]: Return target permanent card from your graveyard to your hand.

[-6]: You get an emblem with "Whenever a land you control enters, you may draw a card."

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Target creature you control fights
target creature you don't control.
(Each deals damage equal to its
power to the other.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prey Upon 6 Sorcery Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prey Upon 6 Sorcery Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thrashing Brontodon 166 Creature -- Dinosaur {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 3/4

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