

Aethersphere Harvester ③

Artifact -- Vehicle

Flying
When this Vehicle enters, you get {E}{E} (two energy counters).
Pay {E}: This Vehicle gains lifelink until end of turn.
Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aethersphere Harvester 3

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Blooming Marsh

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {B} or {G}.

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Forest

Basic Land -- Forest

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

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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
Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glint-Sleeve Siphoner 1B Creature -- Human Rogue Menace Whenever this creature enters or attacks, you get {E} (an energy counter). At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glint-Sleeve Siphoner 1B Creature -- Human Rogue Menace Whenever this creature enters or attacks, you get {E} (an energy counter). At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glint-Sleeve Siphoner 1B Creature -- Human Rogue Menace Whenever this creature enters or attacks, you get {E} (an energy counter). At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

1 B

Menace
Whenever this creature enters or attacks, you get {E} (an energy counter).
At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

When this creature enters, it explores, then it explores again. (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. Then repeat this process.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1 G G

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

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	Ravenous Chupacabra ②③③ Creature -- Beast Horror When this creature enters, destroy target creature an opponent controls. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Rishkar, Peema Renegade ②⑥ Legendary Creature -- Elf Druid When Rishkar enters, put a +1/+1 counter on each of up to two target creatures. Each creature you control with a counter on it has "{T}: Add {G}." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Verdurous Gearhulk ③⑥⑥ Artifact Creature -- Construct Trample When this creature enters, distribute four +1/+1 counters among any number of target creatures you control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Verdurous Gearhulk ③⑥⑥ Artifact Creature -- Construct Trample When this creature enters, distribute four +1/+1 counters among any number of target creatures you control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Verdurous Gearhulk ③⑥⑥ Artifact Creature -- Construct Trample When this creature enters, distribute four +1/+1 counters among any number of target creatures you control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Verdurous Gearhulk ③⑥⑥ Artifact Creature -- Construct Trample When this creature enters, distribute four +1/+1 counters among any number of target creatures you control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - sam51087 - 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 6/10 - 8 cards - 2.5 x 3.5 in each

Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Aethersphere Harvester (3) Artifact -- Vehicle Flying When this Vehicle enters, you get {E}{E} (two energy counters). Pay {E}: This Vehicle gains lifelink until end of turn. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.) [sideboard] 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push (B) Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lifecrafter's Bestiary 3 Artifact At the beginning of your upkeep, scry 1. Whenever you cast a creature spell, you may pay {G}. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Shapers' Sanctuary Enchantment Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shapers' Sanctuary Enchantment Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shapers' Sanctuary Enchantment Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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