

Adventurous Impulse 6 Sorcery Look at the top three cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adventurous Impulse 6 Sorcery Look at the top three cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adventurous Impulse 6 Sorcery Look at the top three cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Hub Land When this land enters, you get {E} (an energy counter). {T}: Add {C}. {T}, Pay {E}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Aether Hub Land When this land enters, you get {E} (an energy counter). {T}: Add {C}. {T}, Pay {E}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Greenbelt Rampager

G

Creature -- Elephant

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

Greenbelt Rampager

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hashap Oasis

Land -- Desert

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{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.
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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

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Hinterland Harbor

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This land enters tapped unless you control a Forest or an Island.
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Llanowar Elves

Ⓒ

Creature -- Elf Druid

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

1/1

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Rhonas the Indomitable (2)(G)

② ⑥

Legendary Creature -- God

Deathtouch, indestructible
Rhonas can't attack or block unless
you control another creature with
power 4 or greater.
{2}{G}: Another target creature gets
+2/+0 and gains trample until end of
turn.

5/5

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Rhonas the Indomitable ②⑥ Legendary Creature -- God Deathtouch, indestructible Rhonas can't attack or block unless you control another creature with power 4 or greater. {2}{G}: Another target creature gets +2/+0 and gains trample until end of turn. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Servant of the Conduit ①⑥ Creature -- Elf Druid When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Add one mana of any color. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Servant of the Conduit ①⑥ Creature -- Elf Druid When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Add one mana of any color. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Servant of the Conduit ①⑥ Creature -- Elf Druid When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Add one mana of any color. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Creature -- Elf Knight

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Artifact Creature -- Construct

4/4

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4/4

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4/4

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elemental Horse

5/3

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5/3

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5/3

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Vine Mare ②⑥⑥ Creature -- Elemental Horse Hexproof (This creature can't be the target of spells or abilities your opponents control.) This creature can't be blocked by black creatures. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Walking Ballista ④④ Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Walking Ballista ④④ Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Walking Ballista ④④ Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Nature's Way ①⑥ Sorcery 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. [sideboard] 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 9/10 - 8 cards - 2.5 x 3.5 in each

Thrashing Brontodon ①⑥⑥

Creature -- Dinosaur

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

[sideboard]

3/4

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Vivien Reid ③⑥⑥

Legendary Planeswalker -- Vivien

[+1]: Look at the top four cards of
your library. You may reveal a
creature or land card from among
them and put it into your hand. Put
the rest on the bottom of your
library in a random order.
[-3]: Destroy target artifact,
enchantment, or creature with
flying.
[-8]: You get an emblem with
"Creatures you control get +2/+2 and
have vigilance, trample, and
indestructible."

[sideboard]

L 5

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[sideboard]

L 5

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Playtest cards - Bishop989 - 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 10/10 - 3 cards - 2.5 x 3.5 in each