

Assassin's Trophy BG Instant Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Assassin's Trophy BG Instant Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Assassin's Trophy BG Instant Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carnage Tyrant 4GG Creature -- Dinosaur This spell can't be countered. Trample, hexproof 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest

Basic Land -- Forest

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

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Ghalta, Primal Hunger 10GG

Legendary Creature -- Elder Dinosaur

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghalta, Primal Hunger (10) G G

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12/12

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kraul Harpooner ①⑥ Creature -- Insect Warrior Reach Undergrowth -- When this creature enters, choose up to one target creature you don't control with flying. This creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have this creature fight that creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kraul Harpooner ①⑥ Creature -- Insect Warrior Reach Undergrowth -- When this creature enters, choose up to one target creature you don't control with flying. This creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have this creature fight that creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kraul Harpooner ①⑥ Creature -- Insect Warrior Reach Undergrowth -- When this creature enters, choose up to one target creature you don't control with flying. This creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have this creature fight that creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kraul Harpooner ①⑥ Creature -- Insect Warrior Reach Undergrowth -- When this creature enters, choose up to one target creature you don't control with flying. This creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have this creature fight that creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nullhide Ferox 2 G G Creature -- Beast Hexproof You can't cast noncreature spells. {2}: This creature loses all abilities until end of turn. Any player may activate this ability. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nullhide Ferox 2 G G Creature -- Beast Hexproof You can't cast noncreature spells. {2}: This creature loses all abilities until end of turn. Any player may activate this ability. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nullhide Ferox 2 G G Creature -- Beast Hexproof You can't cast noncreature spells. {2}: This creature loses all abilities until end of turn. Any player may activate this ability. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nullhide Ferox 2 G G Creature -- Beast Hexproof You can't cast noncreature spells. {2}: This creature loses all abilities until end of turn. Any player may activate this ability. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Overgrown Tomb Land -- Swamp Forest {T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Tomb Land -- Swamp Forest {T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Tomb Land -- Swamp Forest {T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Tomb Land -- Swamp Forest {T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - NMcNasty - 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

Pelt Collector ⑥ Creature -- Elf Warrior Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has trample. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pelt Collector ⑥ Creature -- Elf Warrior Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has trample. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pelt Collector ⑥ Creature -- Elf Warrior Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has trample. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pelt Collector ⑥ Creature -- Elf Warrior Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has trample. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Steel Leaf Champion ⑥⑥⑥ 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	Steel Leaf Champion ⑥⑥⑥ 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	Steel Leaf Champion ⑥⑥⑥ 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	Steel Leaf Champion ⑥⑥⑥ 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

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Thorn Lieutenant ①⑥ Creature -- Elf Warrior Whenever this creature becomes the target of a spell or ability an opponent controls, create a 1/1 green Elf Warrior creature token. {5}{6}: This creature gets +4/+4 until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thorn Lieutenant ①⑥ Creature -- Elf Warrior Whenever this creature becomes the target of a spell or ability an opponent controls, create a 1/1 green Elf Warrior creature token. {5}{6}: This creature gets +4/+4 until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thorn Lieutenant ①⑥ Creature -- Elf Warrior Whenever this creature becomes the target of a spell or ability an opponent controls, create a 1/1 green Elf Warrior creature token. {5}{6}: This creature gets +4/+4 until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thorn Lieutenant ①⑥ Creature -- Elf Warrior Whenever this creature becomes the target of a spell or ability an opponent controls, create a 1/1 green Elf Warrior creature token. {5}{6}: This creature gets +4/+4 until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thrashing Brontodon ①⑥⑥ Creature -- Dinosaur {1}, Sacrifice this creature: Destroy target artifact or enchantment. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thrashing Brontodon ①⑥⑥ Creature -- Dinosaur {1}, Sacrifice this creature: Destroy target artifact or enchantment. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thrashing Brontodon ①⑥⑥ Creature -- Dinosaur {1}, Sacrifice this creature: Destroy target artifact or enchantment. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thrashing Brontodon ①⑥⑥ Creature -- Dinosaur {1}, Sacrifice this creature: Destroy target artifact or enchantment. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev
Deathgorge Scavenger ②⑥ 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	Deathgorge Scavenger ②⑥ 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	Duress ①B 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 PLAY botbox.dev	Duress ①B 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 PLAY botbox.dev

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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	Find B/GB/G Sorcery Return up to two target creature cards from your graveyard to your hand. [sideboard] ----- RIGHT HALF ----- Finality 4B6G Sorcery You may put two +1/+1 counters on a creature you control. Then all creatures get -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Find B/GB/G Sorcery Return up to two target creature cards from your graveyard to your hand. [sideboard] ----- RIGHT HALF ----- Finality 4B6G Sorcery You may put two +1/+1 counters on a creature you control. Then all creatures get -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Reaver Ambush 2B Instant Exile target creature with power 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reaver Ambush 2B Instant Exile target creature with power 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shapers' Sanctuary G 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	Sorcerous Spyglass 2 Artifact As this artifact enters, look at an opponent's hand, then choose any card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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.

[sideboard]

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Vraska, Golgari Queen

②⑧⑥

Legendary Planeswalker -- Vraska

[+2]: You may sacrifice another permanent. If you do, you gain 1 life and draw a card.

[-3]: Destroy target nonland permanent with mana value 3 or less.

[-9]: You get an emblem with "Whenever a creature you control deals combat damage to a player, that player loses the game."

[sideboard]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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