

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

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Forest

Basic Land -- Forest

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

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Playtest cards - uaaaaaugh - 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 1/10 - 8 cards - 2.5 x 3.5 in each

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
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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	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 PLAYbotbox.dev	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 PLAYbotbox.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
Jadelight Ranger ①⑥⑥ Creature -- Merfolk Scout Ranger 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	Jadelight Ranger ①⑥⑥ Creature -- Merfolk Scout Ranger 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	Jadelight Ranger ①⑥⑥ Creature -- Merfolk Scout Ranger 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	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - uaaaaaugh - Standard (Standard League)

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

G

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1/1

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1/1

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1/1

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① ⑥

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

① ⑥

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

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2G

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

sheet 6/10 - 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.

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}{6}: Another target creature gets +2/+0 and gains trample until end of turn. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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}{6}: Another target creature gets +2/+0 and gains trample until end of turn. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skysovereign, Consul Flagship ⑤ Legendary Artifact -- Vehicle Flying Whenever Skysovereign enters or attacks, it deals 3 damage to target creature or planeswalker an opponent controls. 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.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skysovereign, Consul Flagship ⑤ Legendary Artifact -- Vehicle Flying Whenever Skysovereign enters or attacks, it deals 3 damage to target creature or planeswalker an opponent controls. 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.) 6/5 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

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	Walking Ballista (X)(X) 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 (X)(X) 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
Carnage Tyrant ④⑥⑥ Creature -- Dinosaur This spell can't be countered. Trample, hexproof [sideboard] 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cartouche of Strength ②⑥ Enchantment -- Aura Cartouche Enchant creature you control When this Aura enters, you may have enchanted creature fight target creature an opponent controls. (Each deals damage equal to its power to the other.) Enchanted creature gets +1/+1 and has trample. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crushing Canopy ②⑥ Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crushing Canopy ②⑥ Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

2 G

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

[sideboard]

G

[sideboard]

1 G G

[sideboard]

3/4

sheet 10/10 - 3 cards - 2.5 x 3.5 in each