

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
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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	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	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	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
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Playtest cards - Oranos2 - 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

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	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	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}{G}: 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}{G}: 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	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	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	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
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	Carnage Tyrant ④⑥⑥ Creature -- Dinosaur This spell can't be countered. Trample, hexproof [sideboard] 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greenbelt Rampager ⑥ 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}. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 PLAY botbox.dev

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Planeswalker -- Nissa

[+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."

[sidebar]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

[sidebar]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Artifact -- Vehicle

Flying
Whenever Skysovereign enters or attacks, it deals 3 damage to target creature or planeswalker an opponent controls.

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[sidebar]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Dinosaur

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

[sidebar]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Dinosaur

{1}, Sacrifice this creature:
Destroy target artifact or
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[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vine Mare 2GG 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 botbox.dev	Vivien Reid 3GG 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 botbox.dev	Vivien Reid 3GG 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 botbox.dev	
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