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| <div><div><div><div><div><div></div><div><b>Adventurous Impulse</b></div><div>⑥</div></div></div><div><div>Sorcery</div><div>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.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Aethersphere Harvester</b></div><div>③</div></div></div><div><div>Artifact -- Vehicle</div><div>Flying<br/>When this Vehicle enters, you get {E}{E} (two energy counters). Pay {E}: This Vehicle gains lifelink until end of turn.<br/>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.)</div></div></div></div><div><div>3/5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Blooming Marsh</b></div><div></div></div></div><div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                | <div><div><div><div><div><div></div><div><b>Blooming Marsh</b></div><div></div></div></div><div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                |
| <div><div><div><div><div><div></div><div><b>Blooming Marsh</b></div><div></div></div></div><div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                    | <div><div><div><div><div><div></div><div><b>Blooming Marsh</b></div><div></div></div></div><div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                     | <div><div><div><div><div><div></div><div><b>Blossoming Defense</b></div><div>⑥</div></div></div><div><div>Instant</div><div>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.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Blossoming Defense</b></div><div>⑥</div></div></div><div><div>Instant</div><div>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.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div><div><div><div></div><div><b>Blossoming Defense</b></div><div><div>G</div></div></div></div><div><div>Instant</div><div>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.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Blossoming Defense</b></div><div><div>G</div></div></div></div><div><div>Instant</div><div>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.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Forest</b></div><div></div></div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Forest</b></div><div></div></div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div><div><div><div></div><div><b>Forest</b></div><div></div></div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                 | <div><div><div><div><div><div></div><div><b>Forest</b></div><div></div></div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                 | <div><div><div><div><div><div></div><div><b>Forest</b></div><div></div></div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Forest</b></div><div></div></div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

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

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Basic Land -- Forest

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

## Ghalta, Primal Hunger (10) G G

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)

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

**G**

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

**G**

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

**G**

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

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Desert

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Desert

{T}: Add {C}.  
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 {1}{G}{G}, {T}, Sacrifice a Desert:  
 Target creature gets +3/+3 until end  
 of turn. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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| <b>Heart of Kiran</b> ②<br>Legendary Artifact -- Vehicle<br>Flying, vigilance<br>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.)<br>You may remove a loyalty counter from a planeswalker you control rather than pay Heart of Kiran's crew cost.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Llanowar Elves</b> ⑥<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                           | <b>Llanowar Elves</b> ⑥<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                           | <b>Llanowar Elves</b> ⑥<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                 |
| <b>Llanowar Elves</b> ⑥<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                          | <b>Rhonas the Indomitable</b> ②⑥<br>Legendary Creature -- God<br>Deathtouch, indestructible<br>Rhonas can't attack or block unless you control another creature with power 4 or greater.<br>{2}{G}: Another target creature gets +2/+0 and gains trample until end of turn.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Rhonas the Indomitable</b> ②⑥<br>Legendary Creature -- God<br>Deathtouch, indestructible<br>Rhonas can't attack or block unless you control another creature with power 4 or greater.<br>{2}{G}: Another target creature gets +2/+0 and gains trample until end of turn.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Scrapheap Scrounger</b> ②<br>Artifact Creature -- Construct<br>This creature can't block.<br>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - mattobst - 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

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| <b>Scrapheap Scrounger</b> ②<br><hr/> Artifact Creature -- Construct<br><hr/> <p>This creature can't block.<br/>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.</p> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Scrapheap Scrounger</b> ②<br><hr/> Artifact Creature -- Construct<br><hr/> <p>This creature can't block.<br/>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.</p> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Scrapheap Scrounger</b> ②<br><hr/> Artifact Creature -- Construct<br><hr/> <p>This creature can't block.<br/>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.</p> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Steel Leaf Champion</b> ⑥⑥⑥<br><hr/> Creature -- Elf Knight<br><hr/> <p>This creature can't be blocked by creatures with power 2 or less.</p> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                         |
| <b>Steel Leaf Champion</b> ⑥⑥⑥<br><hr/> Creature -- Elf Knight<br><hr/> <p>This creature can't be blocked by creatures with power 2 or less.</p> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                      | <b>Steel Leaf Champion</b> ⑥⑥⑥<br><hr/> Creature -- Elf Knight<br><hr/> <p>This creature can't be blocked by creatures with power 2 or less.</p> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                      | <b>Steel Leaf Champion</b> ⑥⑥⑥<br><hr/> Creature -- Elf Knight<br><hr/> <p>This creature can't be blocked by creatures with power 2 or less.</p> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                      | <b>Thorn Lieutenant</b> ①⑥<br><hr/> Creature -- Elf Warrior<br><hr/> <p>Whenever this creature becomes the target of a spell or ability an opponent controls, create a 1/1 green Elf Warrior creature token.<br/>{5}{G}: This creature gets +4/+4 until end of turn.</p> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

Playtest cards - mattobst - 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;

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Thorn Lieutenant</b> ①⑥<br>Creature -- Elf Warrior<br>Whenever this creature becomes the target of a spell or ability an opponent controls, create a 1/1 green Elf Warrior creature token.<br>{5}{6}: This creature gets +4/+4 until end of turn.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Thorn Lieutenant</b> ①⑥<br>Creature -- Elf Warrior<br>Whenever this creature becomes the target of a spell or ability an opponent controls, create a 1/1 green Elf Warrior creature token.<br>{5}{6}: This creature gets +4/+4 until end of turn.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Thorn Lieutenant</b> ①⑥<br>Creature -- Elf Warrior<br>Whenever this creature becomes the target of a spell or ability an opponent controls, create a 1/1 green Elf Warrior creature token.<br>{5}{6}: This creature gets +4/+4 until end of turn.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Thrashing Brontodon</b> ①⑥⑥<br>Creature -- Dinosaur<br>{1}, Sacrifice this creature: Destroy target artifact or enchantment.<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                          |
| <b>Thrashing Brontodon</b> ①⑥⑥<br>Creature -- Dinosaur<br>{1}, Sacrifice this creature: Destroy target artifact or enchantment.<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                      | <b>Vine Mare</b> ②⑥⑥<br>Creature -- Elemental Horse<br>Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br>This creature can't be blocked by black creatures.<br><div>5/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                             | <b>Vine Mare</b> ②⑥⑥<br>Creature -- Elemental Horse<br>Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br>This creature can't be blocked by black creatures.<br><div>5/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                             | <b>Vine Mare</b> ②⑥⑥<br>Creature -- Elemental Horse<br>Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br>This creature can't be blocked by black creatures.<br><div>5/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

Playtest cards - mattobst - Standard (Standard League)

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Woodland Cemetery</div> <div>Land</div> <div>This land enters tapped unless you control a Swamp or a Forest.<br/>{T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                       | <div>Woodland Cemetery</div> <div>Land</div> <div>This land enters tapped unless you control a Swamp or a Forest.<br/>{T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                | <div>Woodland Cemetery</div> <div>Land</div> <div>This land enters tapped unless you control a Swamp or a Forest.<br/>{T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                      | <div>Woodland Cemetery</div> <div>Land</div> <div>This land enters tapped unless you control a Swamp or a Forest.<br/>{T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                      |
| <div>Aethersphere Harvester ③</div> <div>Artifact -- Vehicle</div> <div>Flying<br/>When this Vehicle enters, you get {E}{E} (two energy counters).<br/>Pay {E}: This Vehicle gains lifelink until end of turn.<br/>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.)<br/><br/>[sideboard]</div> <div>3/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Heroic Intervention ①⑥</div> <div>Instant</div> <div>Permanents you control gain hexproof and indestructible until end of turn.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Hour of Glory ③B</div> <div>Instant</div> <div>Exile target creature. If that creature was a God, its controller reveals their hand and exiles all cards from it with the same name as that creature.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Hour of Glory ③B</div> <div>Instant</div> <div>Exile target creature. If that creature was a God, its controller reveals their hand and exiles all cards from it with the same name as that creature.<br/><br/>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Hour of Glory</div> <div> <div>3</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Exile target creature. If that creature was a God, its controller reveals their hand and exiles all cards from it with the same name as that creature.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                 | <div> <div>Lifecrafter's Bestiary</div> <div> <div>3</div> </div> </div> <div> <div>Artifact</div> <div> <p>At the beginning of your upkeep, scry 1. Whenever you cast a creature spell, you may pay {G}. If you do, draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                | <div> <div>Lifecrafter's Bestiary</div> <div> <div>3</div> </div> </div> <div> <div>Artifact</div> <div> <p>At the beginning of your upkeep, scry 1. Whenever you cast a creature spell, you may pay {G}. If you do, draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>           | <div> <div>Nature's Way</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Sorcery</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                |
| <div> <div>Nissa, Vital Force</div> <div> <div>3</div> <div>G</div> <div>G</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Nissa</div> <div> <p>[+1]: Untap target land you control. Until your next turn, it becomes a 5/5 Elemental creature with haste. It's still a land.</p> <p>[-3]: Return target permanent card from your graveyard to your hand.</p> <p>[-6]: You get an emblem with "Whenever a land you control enters, you may draw a card."</p> <p>[sideboard]</p> </div> <div> <div>L</div> <div>5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Ripjaw Raptor</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div> <div> <div>Creature -- Dinosaur</div> <div> <p>Enrage -- Whenever this creature is dealt damage, draw a card.</p> <p>[sideboard]</p> </div> <div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Shapers' Sanctuary</div> <div> <div>G</div> </div> </div> <div> <div> <div>Enchantment</div> <div> <p>Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Skysovereign, Consul Flagship</div> <div> <div>5</div> </div> </div> <div> <div> <div> <div>Legendary Artifact -- Vehicle</div> <div> <p>Flying</p> <p>Whenever Skysovereign enters or attacks, it deals 3 damage to target creature or planeswalker an opponent controls.</p> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>6/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> |

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

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| <div><div>Thrashing Brontodon 1GG</div><div>Creature -- Dinosaur</div><div>{1}, Sacrifice this creature:<br/>Destroy target artifact or<br/>enchantment.</div><div>[sideboard]</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thrashing Brontodon 1GG</div><div>Creature -- Dinosaur</div><div>{1}, Sacrifice this creature:<br/>Destroy target artifact or<br/>enchantment.</div><div>[sideboard]</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Vine Mare 2GG</div><div>Creature -- Elemental Horse</div><div>Hexproof (This creature can't be the<br/>target of spells or abilities your<br/>opponents control.)<br/>This creature can't be blocked by<br/>black creatures.</div><div>[sideboard]</div><div>5/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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