

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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 3/5

Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bristling Hydra 2GG Creature -- Hydra When this creature enters, you get {E}{E}{E} (three energy counters). Pay {E}{E}{E}: Put a +1/+1 counter on this creature. It gains hexproof until end of turn. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bristling Hydra 2GG Creature -- Hydra When this creature enters, you get {E}{E}{E} (three energy counters). Pay {E}{E}{E}: Put a +1/+1 counter on this creature. It gains hexproof until end of turn. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bristling Hydra 2GG Creature -- Hydra When this creature enters, you get {E}{E}{E} (three energy counters). Pay {E}{E}{E}: Put a +1/+1 counter on this creature. It gains hexproof until end of turn. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. 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	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Karn, Scion of Urza (4) Legendary Planeswalker -- Karn [+1]: Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it. [-1]: Put a card you own with a silver counter on it from exile into your hand. [-2]: Create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memorial to Folly Land This land enters tapped. {T}: Add {B}. {2}{B}, {T}, Sacrifice this land: Return target creature card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memorial to Folly Land This land enters tapped. {T}: Add {B}. {2}{B}, {T}, Sacrifice this land: Return target creature card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ravenous Chupacabra (2)(B)(B) Creature -- Beast Horror When this creature enters, destroy target creature an opponent controls. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ravenous Chupacabra (2)(B)(B) Creature -- Beast Horror When this creature enters, destroy target creature an opponent controls. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rishkar, Peema Renegade (2)(G) Legendary Creature -- Elf Druid When Rishkar enters, put a +1/+1 counter on each of up to two target creatures. Each creature you control with a counter on it has "{T}: Add {G}." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Servant of the Conduit (1)(G) 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 PLAYbotbox.dev	Servant of the Conduit (1)(G) 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 PLAYbotbox.dev

Playtest cards - Hayseed - 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

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thrashing Brontodon 1GG Creature -- Dinosaur {1}, Sacrifice this creature: Destroy target artifact or enchantment. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Verdurous Gearhulk 3GG Artifact Creature -- Construct Trample When this creature enters, distribute four +1/+1 counters among any number of target creatures you control. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAY botbox.dev	Fatal Push (B) Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lifecrafter's Bestiary (3) 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	Lifecrafter's Bestiary (3) 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
Lifecrafter's Bestiary (3) 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	Nissa, Vital Force (3GG) 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." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa, Vital Force (3GG) 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." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ravenous Chupacabra (2BB) Creature -- Beast Horror When this creature enters, destroy target creature an opponent controls. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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