

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

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Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glint-Sleeve Siphoner 1B Creature -- Human Rogue Menace Whenever this creature enters or attacks, you get {E} (an energy counter). At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glint-Sleeve Siphoner 1B Creature -- Human Rogue Menace Whenever this creature enters or attacks, you get {E} (an energy counter). At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glint-Sleeve Siphoner 1B Creature -- Human Rogue Menace Whenever this creature enters or attacks, you get {E} (an energy counter). At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Glint-Sleeve Siphoner ①② Creature -- Human Rogue Menace Whenever this creature enters or attacks, you get {E} (an energy counter). At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ifnir Deadlands Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {B}. {2}{B}{B}, {T}, Sacrifice a Desert: Put two -1/-1 counters on target creature an opponent controls. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ifnir Deadlands Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {B}. {2}{B}{B}, {T}, Sacrifice a Desert: Put two -1/-1 counters on target creature an opponent controls. Activate only as a sorcery. 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
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G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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1/1

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Ⓒ

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

When this creature enters, destroy target creature an opponent controls.

2/2

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②

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

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

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Swamp

Basic Land -- Swamp

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

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Thrashing Brontodon ①ⒺⒺ

Creature -- Dinosaur

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

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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

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Artifact Creature -- Construct

Trample
When this creature enters,
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4/4

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Verdurous Gearhulk (3GG)

Artifact Creature -- Construct

Trample
When this creature enters,
distribute four +1/+1 counters among
any number of target creatures you
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4/4

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Vraska, Relic Seeker (4)(B)(G)

Legendary Planeswalker -- Vraska

[+2]: Create a 2/2 black Pirate creature token with menace.
[-3]: Destroy target artifact, creature, or enchantment. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
[-10]: Target player's life total becomes 1.

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Vraska's Contempt (2)(B)(B)

Instant

Exile target creature or planeswalker. You gain 2 life.

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Exile target creature or planeswalker. You gain 2 life.

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Playtest cards - B055sauce - 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

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Winding Constrictor B G Creature -- Snake If one or more counters would be put on an artifact or creature you control, that many plus one of each of those kinds of counters are put on that permanent instead. If you would get one or more counters, you get that many plus one of each of those kinds of counters instead. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Winding Constrictor B G Creature -- Snake If one or more counters would be put on an artifact or creature you control, that many plus one of each of those kinds of counters are put on that permanent instead. If you would get one or more counters, you get that many plus one of each of those kinds of counters instead. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Winding Constrictor B G Creature -- Snake If one or more counters would be put on an artifact or creature you control, that many plus one of each of those kinds of counters are put on that permanent instead. If you would get one or more counters, you get that many plus one of each of those kinds of counters instead. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Winding Constrictor B G Creature -- Snake If one or more counters would be put on an artifact or creature you control, that many plus one of each of those kinds of counters are put on that permanent instead. If you would get one or more counters, you get that many plus one of each of those kinds of counters instead. 2/3 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	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
Cast Down 1B Instant Destroy target nonlegendary creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doomfall 2B Sorcery Choose one -- * Target opponent exiles a creature they control. * Target opponent reveals their hand. You choose a nonland card from it. Exile that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doomfall 2B Sorcery Choose one -- * Target opponent exiles a creature they control. * Target opponent reveals their hand. You choose a nonland card from it. Exile 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

Duress Ⓑ 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 Ⓑ 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 Ⓑ 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	Fatal Push Ⓑ 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	Nissa, Vital Force ③ Ⓔ Ⓔ 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 ③ Ⓔ Ⓔ 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

Shapers' Sanctuary 6 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 PLAY botbox.dev	Shapers' Sanctuary 6 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 PLAY botbox.dev	Thrashing Brontodon 166 Creature -- Dinosaur {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 3/4	