

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	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	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

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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}.) 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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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 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

2 B B

Deathtouch

When Gonti enters, look at the top four cards of target opponent's library, exile one of them face down, then put the rest on the bottom of that library in a random order. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell.

2/3

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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.

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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

①GG

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

①GG

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

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2/1

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G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

G

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

1/1

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G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

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 PLAY botbox.dev

2G

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 ①GG

Creature -- Dinosaur

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

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

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Verdurous Gearhulk (3GG)

Artifact Creature -- Construct

Trample
When this creature enters,
distribute four +1/+1 counters among
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Verdurous Gearhulk (3GG)

Artifact Creature -- Construct

Trample
When this creature enters,
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Instant

Exile target creature or planeswalker. You gain 2 life.

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Instant

Exile target creature or planeswalker. You gain 2 life.

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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
Deathgorge Scavenger (2)(G) Creature -- Dinosaur Whenever this creature enters or attacks, you may exile target card from a graveyard. If a creature card is exiled this way, you gain 2 life. If a noncreature card is exiled this way, this creature gets +1/+1 until end of turn. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deathgorge Scavenger (2)(G) Creature -- Dinosaur Whenever this creature enters or attacks, you may exile target card from a graveyard. If a creature card is exiled this way, you gain 2 life. If a noncreature card is exiled this way, this creature gets +1/+1 until end of turn. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doomfall (2)(B) 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 (2)(B) 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 Ⓑ 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	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
Gonti, Lord of Luxury ②ⒷⒷ Legendary Creature -- Aetherborn Rogue Deathtouch When Gonti enters, look at the top four cards of target opponent's library, exile one of them face down, then put the rest on the bottom of that library in a random order. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. [sideboard] 2/3 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

Playtest cards - zarbo - Standard (Standard League)

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Thrashing Brontodon 1 G G Creature -- Dinosaur {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thrashing Brontodon 1 G G Creature -- Dinosaur {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vraska's Contempt 2 B B Instant Exile target creature or planeswalker. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	