

Adventurous Impulse Ⓞ 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 Ⓞ 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 Ⓞ 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 Ⓞ 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
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 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	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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hashep Oasis

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

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 1GG

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

Jadelight Ranger ①GG

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

Jadelight Ranger ① ② ③

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

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	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. 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 PLAYbotbox.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 PLAYbotbox.dev	Ravenous Chupacabra ②BB Creature -- Beast Horror When this creature enters, destroy target creature an opponent controls. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ravenous Chupacabra ②BB 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 ②⑥ 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	Rishkar, Peema Renegade ②⑥ 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	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

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	Verdurous Gearhulk 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	Verdurous Gearhulk 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
Verdurous Gearhulk 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	Vraska, Relic Seeker 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. L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska's Contempt Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska's Contempt Instant Exile target creature or planeswalker. You gain 2 life. 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
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 PLAYbotbox.dev	Cartouche of Ambition ②B Enchantment -- Aura Cartouche Enchant creature you control When this Aura enters, you may put a -1/-1 counter on target creature. Enchanted creature gets +1/+1 and has lifelink. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deathgorge Scavenger ②G 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 ②G 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

B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

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

B

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

③

At the beginning of your upkeep, scry 1.

Whenever you cast a creature spell, you may pay {G}. If you do, draw a card.

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①GG

{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.

[sideboard]

3/4

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Thrashing Brontodon ①⑥⑥

Creature -- Dinosaur

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

[sideboard]

3/4

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Vraska, Relic Seeker ④B⑥

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.

[sideboard]

L 6

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Playtest cards - Vilaboy - 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 10/10 - 3 cards - 2.5 x 3.5 in each