

Break Out R G Sorcery Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Break Out R G Sorcery Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Break Out R G Sorcery Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Break Out R G Sorcery Look at the top six cards of your library. You may reveal a creature card from among them. If that card has mana value 2 or less, you may put it onto the battlefield and it gains haste until end of turn. If you didn't put the revealed card onto the battlefield this way, put it into your hand. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Chandra, Spark Hunter 3 R Legendary Planeswalker -- Chandra At the beginning of combat on your turn, choose up to one target Vehicle you control. Until end of turn, it becomes an artifact creature and gains haste. [+2]: You may sacrifice an artifact or discard a card. If you do, draw a card. [0]: Create a 3/2 colorless Vehicle artifact token with crew 1. [-7]: You get an emblem with "Whenever an artifact you control enters, this emblem deals 3 damage to any target." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Commercial District Land -- Mountain Forest {T}: Add {R} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Commercial District Land -- Mountain Forest {T}: Add {R} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Commercial District Land -- Mountain Forest {T}: Add {R} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Diamond Weapon 7GG Legendary Artifact Creature -- Elemental This spell costs {1} less to cast for each permanent card in your graveyard. Reach Immune -- Prevent all combat damage that would be dealt to Diamond Weapon. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fear of Missing Out 1R Enchantment Creature -- Nightmare When this creature enters, discard a card, then draw a card. Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fear of Missing Out 1R Enchantment Creature -- Nightmare When this creature enters, discard a card, then draw a card. Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fear of Missing Out 1R Enchantment Creature -- Nightmare When this creature enters, discard a card, then draw a card. Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Keen-Eyed Curator G G Creature -- Raccoon Scout As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample. {1}: Exile target card from a graveyard. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Keen-Eyed Curator G G Creature -- Raccoon Scout As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample. {1}: Exile target card from a graveyard. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Keen-Eyed Curator G G Creature -- Raccoon Scout As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample. {1}: Exile target card from a graveyard. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kraza, the Swarm as One (card data unavailable) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Multiversal Passage Land As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obliterating Bolt1R Sorcery Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obliterating Bolt1R Sorcery Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obliterating Bolt1R Sorcery Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ouroboroid2GG Creature -- Plant Wurm At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ouroboroid2GG Creature -- Plant Wurm At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overprotect1G Instant Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Overprotect1G Instant Target creature you control gets +3/+3 and gains trample, hexproof, and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stomping Ground Land -- Mountain Forest ({T}): Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stomping Ground Land -- Mountain Forest ({T}): Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stomping Ground Land -- Mountain Forest ({T}): Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Thornspire Verge Land {T}: Add {R}. {T}: Add {G}. Activate only if you control a Mountain or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thornspire Verge Land {T}: Add {R}. {T}: Add {G}. Activate only if you control a Mountain or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thornspire Verge Land {T}: Add {R}. {T}: Add {G}. Activate only if you control a Mountain or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thornspire Verge Land {T}: Add {R}. {T}: Add {G}. Activate only if you control a Mountain or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Violent Urge Instant Target creature gets +1/+0 and gains first strike until end of turn. Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Violent Urge Instant Target creature gets +1/+0 and gains first strike until end of turn. Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Violent Urge Instant Target creature gets +1/+0 and gains first strike until end of turn. Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Violent Urge Instant Target creature gets +1/+0 and gains first strike until end of turn. Delirium -- If there are four or more card types among cards in your graveyard, that creature gains double strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

R G

Haste
Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

R G

Haste
Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

R **G**

Haste
Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

R G

Haste
Delirium -- This creature gets +1/+1 and has trample as long as there are four or more card types among cards in your graveyard.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Choose one --

- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
- * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Choose one --

- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
- * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

At the beginning of combat on your turn, choose up to one target Vehicle you control. Until end of turn, it becomes an artifact creature and gains haste.

[+2]: You may sacrifice an artifact or discard a card. If you do, draw a card.

[0]: Create a 3/2 colorless Vehicle artifact token with crew 1.

[-7]: You get an emblem with "Whenever an artifact you control enters, this emblem deals 3 damage to any target."

[sidebar]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Choose one --

- * Destroy target artifact.
- * Destroy target enchantment.
- * Exile up to one target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

① ②

Choose one --

- * Destroy target artifact.
- * Destroy target enchantment.
- * Exile up to one target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GG

As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.

{1}: Exile target card from a graveyard.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Choose one --

- * Each opponent sacrifices an artifact of their choice.
- * Each opponent sacrifices an enchantment of their choice.
- * Each opponent sacrifices a creature with flying of their choice.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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Choose one --
* Each opponent sacrifices an
  artifact of their choice.
* Each opponent sacrifices an
  enchantment of their choice.
* Each opponent sacrifices a
  creature with flying of their
  choice.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Haste
Whenever this creature is dealt
damage, it deals that much damage to
any other target. If a player is
dealt damage this way, they can't
gain life for the rest of the game.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Haste
Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Haste
Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R R

Players can't gain life.
Damage can't be prevented.
When this creature enters, it deals
damage to each player equal to the
number of nonbasic lands that player
controls.

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunspine Lynx2RR Creature -- Elemental Cat Players can't gain life. Damage can't be prevented. When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Twinmaw Stormbrood5W Creature -- Dragon Flying When this creature enters, you gain 5 life. [sideboard] 5/4 --- ADVENTURE --- Charring Bite1R Sorcery -- Omen Charring Bite deals 5 damage to target creature without flying. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Twinmaw Stormbrood5W Creature -- Dragon Flying When this creature enters, you gain 5 life. [sideboard] 5/4 --- ADVENTURE --- Charring Bite1R Sorcery -- Omen Charring Bite deals 5 damage to target creature without flying. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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