

Anzrag, the Quake-Mole (2)(R)(G) Legendary Creature -- Mole God Whenever Anzrag becomes blocked, untap each creature you control. After this phase, there is an additional combat phase. {3}{R}{R}{G}{G}: Anzrag must be blocked each combat this turn if able. 8/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Biotech Specialist (R)(G) Creature -- Insect Scientist When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Biotech Specialist (R)(G) Creature -- Insect Scientist When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Biotech Specialist (R)(G) Creature -- Insect Scientist When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Biotech Specialist (R)(G) Creature -- Insect Scientist When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent. 1/3 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.) 1/3 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.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dire Flail (R) Artifact -- Equipment Equipped creature gets +2/+0. Equip {1} Craft with artifact {3}{R}{R} ({3}{R}{R}, Exile this artifact, Exile another artifact you control or an artifact card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) ----- BACK FACE ----- Dire Blunderbuss Artifact -- Equipment Equipped creature gets +3/+0 and has "Whenever this creature attacks, you may sacrifice an artifact other than Dire Blunderbuss. When you do, this creature deals damage equal to its power to target creature." Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Gold Rush1G Instant Create a Treasure token. Until end of turn, up to one target creature gets +2/+2 for each Treasure you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gold Rush1G Instant Create a Treasure token. Until end of turn, up to one target creature gets +2/+2 for each Treasure you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gold Rush1G Instant Create a Treasure token. Until end of turn, up to one target creature gets +2/+2 for each Treasure you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goldvein HydraXG Creature -- Hydra Vigilance, trample, haste This creature enters with X +1/+1 counters on it. When this creature dies, create a number of tapped Treasure tokens equal to its power. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goldvein HydraXG Creature -- Hydra Vigilance, trample, haste This creature enters with X +1/+1 counters on it. When this creature dies, create a number of tapped Treasure tokens equal to its power. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Halana and Alena, Partners2RG Legendary Creature -- Human Ranger Reach (This creature can block creatures with flying.) First strike (This creature deals combat damage before creatures without first strike.) At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is Halana and Alena's power. That creature gains haste until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Halana and Alena, Partners (2)(R)(G) Legendary Creature -- Human Ranger Reach (This creature can block creatures with flying.) First strike (This creature deals combat damage before creatures without first strike.) At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is Halana and Alena's power. That creature gains haste until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Herd Heirloom (1)(G) Artifact {T}: Add one mana of any color. Spend this mana only to cast a creature spell. {T}: Until end of turn, target creature you control with power 4 or greater gains trample and "Whenever this creature deals combat damage to a player, draw a card." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hunter's Talent (1)(G) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, target creature you control deals damage equal to its power to target creature you don't control. {1}{G}: Level 2 Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn. {3}{G}: Level 3 At the beginning of your end step, if you control a creature with power 4 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hunter's Talent (1)(G) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, target creature you control deals damage equal to its power to target creature you don't control. {1}{G}: Level 2 Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn. {3}{G}: Level 3 At the beginning of your end step, if you control a creature with power 4 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Insidious Fungus 6 Creature -- Fungus {2}, Sacrifice this creature: Choose one -- * Destroy target artifact. * Destroy target enchantment. * Draw a card. Then you may put a land card from your hand onto the battlefield tapped. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jolene, Plundering Pugilist 1 R G Legendary Creature -- Human Mercenary Whenever you attack with one or more creatures with power 4 or greater, create a Treasure token. {1}{R}, Sacrifice a Treasure: Jolene deals 1 damage to any target. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jolene, Plundering Pugilist 1 R G Legendary Creature -- Human Mercenary Whenever you attack with one or more creatures with power 4 or greater, create a Treasure token. {1}{R}, Sacrifice a Treasure: Jolene deals 1 damage to any target. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jolene, Plundering Pugilist 1 R G Legendary Creature -- Human Mercenary Whenever you attack with one or more creatures with power 4 or greater, create a Treasure token. {1}{R}, Sacrifice a Treasure: Jolene deals 1 damage to any target. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Outcaster Trailblazer26 Creature -- Human Druid When this creature enters, add one mana of any color. Whenever another creature you control with power 4 or greater enters, draw a card. Plot {2}{6} (You may pay {2}{6} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Picnic Ruiner1R Creature -- Goblin Rogue Whenever this creature attacks while you control a creature with power 4 or greater, this creature gains double strike until end of turn. 2/2 ----- ADVENTURE ----- Stolen Goodies36 Sorcery -- Adventure Distribute three +1/+1 counters among any number of target creatures you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Picnic Ruiner1R Creature -- Goblin Rogue Whenever this creature attacks while you control a creature with power 4 or greater, this creature gains double strike until end of turn. 2/2 ----- ADVENTURE ----- Stolen Goodies36 Sorcery -- Adventure Distribute three +1/+1 counters among any number of target creatures you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Picnic Ruiner1R Creature -- Goblin Rogue Whenever this creature attacks while you control a creature with power 4 or greater, this creature gains double strike until end of turn. 2/2 ----- ADVENTURE ----- Stolen Goodies36 Sorcery -- Adventure Distribute three +1/+1 counters among any number of target creatures you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Restless Ridgeline Land This land enters tapped. {T}: Add {R} or {G}. {2}{R}{G}: This land becomes a 3/4 red and green Dinosaur creature until end of turn. It's still a land. Whenever this land attacks, another target attacking creature gets +2/+0 until end of turn. Untap that creature. 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	Temple of Abandon Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Temple of Abandon Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terrapact Intimidator 1R Creature -- Kavu Scout When this creature enters, target opponent may have you create two Lander tokens. If they don't, put two +1/+1 counters on this creature. (A Lander token is an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terrapact Intimidator 1R Creature -- Kavu Scout When this creature enters, target opponent may have you create two Lander tokens. If they don't, put two +1/+1 counters on this creature. (A Lander token is an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terrapact Intimidator 1R Creature -- Kavu Scout When this creature enters, target opponent may have you create two Lander tokens. If they don't, put two +1/+1 counters on this creature. (A Lander token is an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thornspire Verge Land {T}: Add {R}. {T}: Add {G}. Activate only if you control a Mountain or a Forest. 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tyrox, Saurid Tyrant 1R Legendary Creature -- Dinosaur Warrior 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tyrox, Saurid Tyrant 1R Legendary Creature -- Dinosaur Warrior 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tyrox, Saurid Tyrant 1R Legendary Creature -- Dinosaur Warrior 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ashroot Animist 2RG Creature -- Lizard Druid Trample Whenever this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ashroot Animist 2RG Creature -- Lizard Druid Trample Whenever this creature attacks, another target creature you control gains trample and gets +X/+X until end of turn, where X is this creature's power. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giant Cinderdaw 2R Creature -- Dinosaur Beast Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Players can't gain life. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Giant Cinderdaw 2R Creature -- Dinosaur Beast Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Players can't gain life. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Giant Cindermaw (2)(R) Creature -- Dinosaur Beast Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Players can't gain life. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Giant Cindermaw (2)(R) Creature -- Dinosaur Beast Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Players can't gain life. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scytheclaw Raptor (2)(R) Creature -- Dinosaur Whenever a player casts a spell, if it's not their turn, this creature deals 4 damage to them. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scytheclaw Raptor (2)(R) Creature -- Dinosaur Whenever a player casts a spell, if it's not their turn, this creature deals 4 damage to them. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spinner of Souls (2)(G) Creature -- Spider Spirit Reach Whenever another nontoken creature you control dies, you may reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spinner of Souls (2)(G) Creature -- Spider Spirit Reach Whenever another nontoken creature you control dies, you may reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spinner of Souls (2)(G) Creature -- Spider Spirit Reach Whenever another nontoken creature you control dies, you may reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spinner of Souls (2)(G) Creature -- Spider Spirit Reach Whenever another nontoken creature you control dies, you may reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev