

Afterburner Expert (2)(G) Creature -- Goblin Artificer Exhaust -- {2}{G}{G}: Put two +1/+1 counters on this creature. (Activate each exhaust ability only once.) Whenever you activate an exhaust ability, return this card from your graveyard to the battlefield. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Afterburner Expert (2)(G) Creature -- Goblin Artificer Exhaust -- {2}{G}{G}: Put two +1/+1 counters on this creature. (Activate each exhaust ability only once.) Whenever you activate an exhaust ability, return this card from your graveyard to the battlefield. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Afterburner Expert (2)(G) Creature -- Goblin Artificer Exhaust -- {2}{G}{G}: Put two +1/+1 counters on this creature. (Activate each exhaust ability only once.) Whenever you activate an exhaust ability, return this card from your graveyard to the battlefield. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Afterburner Expert (2)(G) Creature -- Goblin Artificer Exhaust -- {2}{G}{G}: Put two +1/+1 counters on this creature. (Activate each exhaust ability only once.) Whenever you activate an exhaust ability, return this card from your graveyard to the battlefield. 4/2 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	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

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 PLAYbotbox.dev	Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Draconautics Engineer 1R Creature -- Goblin Artificer Exhaust -- {R}: Other creatures you control gain haste until end of turn. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.) Exhaust -- {3}{R}: Create a 4/4 red Dinosaur Dragon creature token with flying. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Draconautics Engineer 1R Creature -- Goblin Artificer Exhaust -- {R}: Other creatures you control gain haste until end of turn. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.) Exhaust -- {3}{R}: Create a 4/4 red Dinosaur Dragon creature token with flying. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Draconautics Engineer 1R Creature -- Goblin Artificer Exhaust -- {R}: Other creatures you control gain haste until end of turn. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.) Exhaust -- {3}{R}: Create a 4/4 red Dinosaur Dragon creature token with flying. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Keen-Eyed CuratorGG 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 PLAY botbox.dev	Keen-Eyed CuratorGG 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 PLAY botbox.dev	Keen-Eyed CuratorGG 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 PLAY botbox.dev	Monstrous RageR Instant Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monstrous Rage R Instant Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Patchwork Beastie G Artifact Creature -- Beast Delirium -- This creature can't attack or block unless there are four or more card types among cards in your graveyard. At the beginning of your upkeep, you may mill a card. (You may put the top card of your library into your graveyard.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Patchwork Beastie G Artifact Creature -- Beast Delirium -- This creature can't attack or block unless there are four or more card types among cards in your graveyard. At the beginning of your upkeep, you may mill a card. (You may put the top card of your library into your graveyard.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Patchwork Beastie G Artifact Creature -- Beast Delirium -- This creature can't attack or block unless there are four or more card types among cards in your graveyard. At the beginning of your upkeep, you may mill a card. (You may put the top card of your library into your graveyard.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Patchwork Beastie G Artifact Creature -- Beast Delirium -- This creature can't attack or block unless there are four or more card types among cards in your graveyard. At the beginning of your upkeep, you may mill a card. (You may put the top card of your library into your graveyard.) 3/3 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 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 PLAYbotbox.dev	Seed of Hope Instant Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seed of Hope Instant Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Wildfire Wickerfolk R G Artifact Creature -- Scarecrow 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 PLAYbotbox.dev	Wildfire Wickerfolk R G Artifact Creature -- Scarecrow 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 PLAYbotbox.dev	Wildfire Wickerfolk R G Artifact Creature -- Scarecrow 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 PLAYbotbox.dev	Wildfire Wickerfolk R G Artifact Creature -- Scarecrow 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 PLAYbotbox.dev
Abrade 1 R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Balustrade Wurm 3 G G Creature -- Wurm This spell can't be countered. Trample, haste Delirium -- {2}{G}{G}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if there are four or more card types among cards in your graveyard and only as a sorcery. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghost Vacuum 1 Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Herbology Instructor 1 G Creature -- Treefolk Druid When this creature enters, you gain 3 life. {6}{B/P}: Transform this creature. Activate only as a sorcery. ({B/P} can be paid with either {B} or 2 life.) [sideboard] 1/3 ----- BACK FACE ----- Malady Invoker Creature -- Phyrexian Treefolk When this creature transforms into Malady Invoker, target creature an opponent controls gets -0/-X until end of turn, where X is this creature's power. 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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lithomantic Barrage R Sorcery This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obstinate Baloth 2 G G Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pawpatch Formation 1 G Instant Choose one -- * Destroy target creature with flying. * Destroy target enchantment. * Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pyroclasm 1 R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scorching Shot R R Sorcery Scorching Shot deals 5 damage to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrapshooter 1 G G Creature -- Raccoon Archer Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.) Reach When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surrak, Elusive Hunter 2 G Legendary Creature -- Human Warrior This spell can't be countered. Trample Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tersa Lightshatter (2)(R)

Legendary Creature -- Orc Wizard

Haste

When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.

Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.

[sideboard]

3/3

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Thrun, Breaker of Silence (3)(G)(G)

Legendary Creature -- Troll Shaman

This spell can't be countered.

Trample

Thrun can't be the target of nongreen spells your opponents control or abilities from nongreen sources your opponents control. During your turn, Thrun has indestructible.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Untimely Malfunction (1)(R)

Instant

Choose one --

* Destroy target artifact.

* Change the target of target spell or ability with a single target.

* One or two target creatures can't block this turn.

[sideboard]

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