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| <b>Afterburner Expert</b> (2)(G)<br>Creature -- Goblin Artificer<br>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.<br><div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                | <b>Afterburner Expert</b> (2)(G)<br>Creature -- Goblin Artificer<br>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.<br><div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                | <b>Afterburner Expert</b> (2)(G)<br>Creature -- Goblin Artificer<br>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.<br><div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Afterburner Expert</b> (2)(G)<br>Creature -- Goblin Artificer<br>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.<br><div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Chandra, Spark Hunter</b> (3)(R)<br>Legendary Planeswalker -- Chandra<br>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.<br>[+2]: You may sacrifice an artifact or discard a card. If you do, draw a card.<br>[0]: Create a 3/2 colorless Vehicle artifact token with crew 1.<br>[-7]: You get an emblem with "Whenever an artifact you control enters, this emblem deals 3 damage to any target."<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Chandra, Spark Hunter</b> (3)(R)<br>Legendary Planeswalker -- Chandra<br>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.<br>[+2]: You may sacrifice an artifact or discard a card. If you do, draw a card.<br>[0]: Create a 3/2 colorless Vehicle artifact token with crew 1.<br>[-7]: You get an emblem with "Whenever an artifact you control enters, this emblem deals 3 damage to any target."<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Commercial District</b><br>Land -- Mountain Forest<br>({T}: Add {R} or {G}.)<br>This land enters tapped.<br>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                        | <b>Copperline Gorge</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {R} or {G}.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

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Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Draconautics Engineer** (1) (R)

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 PLAY botbox.dev

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Creature -- Goblin Artificer

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Exhaust -- {3}{R}: Create a 4/4 red Dinosaur Dragon creature token with flying.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dredger's Insight (1)(G)

Enchantment

Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life.

When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.)

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|                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
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| <b>Dredger's Insight</b> ①⑥<br><hr/> Enchantment<br><hr/> <p>Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life.</p> <p>When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>         | <b>Dredger's Insight</b> ①⑥<br><hr/> Enchantment<br><hr/> <p>Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life.</p> <p>When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>         | <b>Fear of Missing Out</b> ①①R<br><hr/> Enchantment Creature -- Nightmare<br><hr/> <p>When this creature enters, discard a card, then draw a card.</p> <p>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.</p> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Fear of Missing Out</b> ①①R<br><hr/> Enchantment Creature -- Nightmare<br><hr/> <p>When this creature enters, discard a card, then draw a card.</p> <p>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.</p> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
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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

**Gastal Thrillroller** (2)(R)

Artifact -- Vehicle

Trample, haste  
When this Vehicle enters, it becomes  
an artifact creature until end of  
turn.  
Crew 2  
{2}{R}, Discard a card: Return this  
card from your graveyard to the  
battlefield with a finality counter  
on it. Activate only as a sorcery.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Gastal Thrillroller** (2)(R)

Artifact -- Vehicle

Trample, haste  
When this Vehicle enters, it becomes  
an artifact creature until end of  
turn.  
Crew 2  
{2}{R}, Discard a card: Return this  
card from your graveyard to the  
battlefield with a finality counter  
on it. Activate only as a sorcery.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Inti, Seneschal of the Sun (1)(R)

Legendary Creature -- Human Knight

Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.

Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Inti, Seneschal of the Sun (1)(R)

Legendary Creature -- Human Knight

Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Karpłusan 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

## Karpłusan Forest

Land

```
{T}: Add {C}.
{T}: Add {R} or {G}. This land deals
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```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Karpłusan 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

GG

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

## GG

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.

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3/3

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Creature -- Raccoon Scout

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{1}: Exile target card from a graveyard.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Sorcerv

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 PLAY botbox.dev

① R

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 PLAY botbox.dev

**G**

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 PLAY botbox.dev

Ⓒ

Delirium -- This creature can't attack or block unless there are four or more card types among cards in your graveyard.

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 PLAY botbox.dev

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.

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{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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Seed of Hope</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Seed of Hope</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thornspire Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                               | <div><div>Thornspire Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                               |
| <div><div>Thornspire Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div>Thornspire Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div>Torch the Tower</div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Torch the Tower</div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

®

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 PLAY botbox.dev

®

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 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

RG

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

① R

Choose one --

- \* Abrade deals 3 damage to target creature.
- \* Destroy target artifact.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

Choose one --

- \* Brotherhood's End deals 3 damage to each creature and each planeswalker.
- \* Destroy all artifacts with mana value 3 or less.

[sidebar]

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## 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

②③

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)

When this enchantment enters, it deals 5 damage to up to one target creature or planeswalker.

{2}, Sacrifice this enchantment: It deals 2 damage to each player who doesn't have max speed.

[sideboard]

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|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                          |
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| <b>Outpace Oblivion</b> (2)(R)<br><hr/> <b>Enchantment</b><br><hr/> <p>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)</p> <p>When this enchantment enters, it deals 5 damage to up to one target creature or planeswalker.</p> <p>{2}, Sacrifice this enchantment: It deals 2 damage to each player who doesn't have max speed.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Pawpatch Formation</b> (1)(G)<br><hr/> <b>Instant</b><br><hr/> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target creature with flying.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</li> </ul> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Pawpatch Formation</b> (1)(G)<br><hr/> <b>Instant</b><br><hr/> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target creature with flying.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</li> </ul> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Pick Your Poison</b> (G)<br><hr/> <b>Sorcery</b><br><hr/> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Each opponent sacrifices an artifact of their choice.</li> <li>* Each opponent sacrifices an enchantment of their choice.</li> <li>* Each opponent sacrifices a creature with flying of their choice.</li> </ul> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <b>Pick Your Poison</b> (G)<br><hr/> <b>Sorcery</b><br><hr/> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Each opponent sacrifices an artifact of their choice.</li> <li>* Each opponent sacrifices an enchantment of their choice.</li> <li>* Each opponent sacrifices a creature with flying of their choice.</li> </ul> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                           | <b>Pyroclasm</b> (1)(R)<br><hr/> <b>Sorcery</b><br><hr/> <p>Pyroclasm deals 2 damage to each creature.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                     | <b>Pyroclasm</b> (1)(R)<br><hr/> <b>Sorcery</b><br><hr/> <p>Pyroclasm deals 2 damage to each creature.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                     | <b>Scorching Shot</b> (R)(R)<br><hr/> <b>Sorcery</b><br><hr/> <p>Scorching Shot deals 5 damage to target creature.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                      |

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| <div> <div>Screaming Nemesis</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Spirit</div> <div> <div>Haste</div> <div>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.</div> <div>[sideboard]</div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Screaming Nemesis</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Spirit</div> <div> <div>Haste</div> <div>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.</div> <div>[sideboard]</div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Torch the Tower</div> <div>R</div> </div> <div> <div>Instant</div> <div> <div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</div> <div>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</div> <div>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |  |