## Bulk Up {1}{R}

Instant

Double target creature's power until end of turn.
Flashback {4}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Bulk Up {1}{R}

Instant

Double target creature's power until end of turn.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Burst Lightning {R}

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
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Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Dreadmaw's Ire {R}

Instant

Until end of turn, target attacking creature gets +2/+2 and gains trample and "Whenever this creature deals combat damage to a player, destroy target artifact that player controls."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Shvirst, Nick - Standard (????????????? ?????? ?Magic Spotlight: Secrets)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

## Dreadmaw's Ire (R)

Instant

Until end of turn, target attacking creature gets +2/+2 and gains trample and "Whenever this creature deals combat damage to a player, destroy target artifact that player controls."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Until end of turn, target attacking creature gets +2/+2 and gains trample and "Whenever this creature deals combat damage to a player, destroy target artifact that player controls."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Electro, Assaulting Battery (1)(R)(R)

Legendary Creature -- Human Villain

Flying
You don't lose unspent red mana as steps and phases end.
Whenever you cast an instant or sorcery spell, add {R}.
When Electro leaves the battlefield, you may pay {X}. When you do, he deals X damage to target player.

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Emberheart Challenger (1)(R)

Creature -- Mouse Warrior

Haste
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Shvirst, Nick - Standard (????????????? ?????? ?Magic Spotlight: Secrets)** sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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## Firebending Lesson {R}

Instant -- Lesson

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Firebending Lesson {R}

Instant -- Lesson

Kicker {4} (You may pay an additional {4} as you cast this spell.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Firebending Student {1}{R}

Creature -- Human Monk

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
Firebending X, where X is this creature's power. (Whenever this creature attacks, add X {R}. This mana lasts until end of combat.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fire Nation Palace

Land

This land enters tapped unless you control a basic land.
{T}: Add {R}.
{1}{R}, {T}: Target creature you control gains firebending 4 until end of turn. (Whenever it attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Shvirst, Nick - Standard (????????????? ?????? ?Magic Spotlight: Secrets)** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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## Fire Nation Palace

Land

This land enters tapped unless you control a basic land.
{T}: Add {R}.
{1}{R}, {T}: Target creature you control gains firebending 4 until end of turn. (Whenever it attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped unless you control a basic land.
{T}: Add {R}.
{1}{R}, {T}: Target creature you control gains firebending 4 until end of turn. (Whenever it attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Great Train Heist (R)

Instant

Spree (Choose one or more additional costs.)
+ {2}{R} -- Untap all creatures you control. If it's your combat phase, there is an additional combat phase after this phase.
+ {2} -- Creatures you control get +1/+0 and gain first strike until end of turn.
+ {R} -- Choose target opponent. Whenever a creature you control deals combat damage to that player this turn, create a tapped Treasure token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mai, Jaded Edge (1)(R)

Legendary Creature -- Human Noble

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
Exhaust -- {3}: Put a double strike counter on Mai. (Activate each exhaust ability only once.)

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Molten-Core Maestro (1)(R)

Creature -- Goblin Bard

Menace
Opus -- Whenever you cast an instant or sorcery spell, put a +1/+1 counter on this creature. If five or more mana was spent to cast that spell, add an amount of {R} equal to this creature's power.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Molten-Core Maestro 1R

Creature -- Goblin Bard

Menace
Opus -- Whenever you cast an instant or sorcery spell, put a +1/+1 counter on this creature. If five or more mana was spent to cast that spell, add an amount of {R} equal to this creature's power.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Molten-Core Maestro 1R

Creature -- Goblin Bard

Menace
Opus -- Whenever you cast an instant or sorcery spell, put a +1/+1 counter on this creature. If five or more mana was spent to cast that spell, add an amount of {R} equal to this creature's power.

**2/2**

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



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**Mountain**

Basic Land -- Mountain

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Basic Land -- Mountain

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({T}: Add {R}.)

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## Slickshot Show-Off (1)(R)

Creature -- Bird Wizard

Flying, haste
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.
Plot {1}{R} (You may pay {1}{R} 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.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Turn Inside Out (R)

Instant

Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target creature gets +3/+0 until end of turn. When it dies this turn, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)

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**Playtest cards - Shvirst, Nick - Standard (????????????? ?????? ?Magic Spotlight: Secrets)** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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## Wild Ride (R)

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.
Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Wild Ride (R)

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.
Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)

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Sorcery

Target creature gets +3/+0 and gains haste until end of turn.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wild Ride (R)

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.
Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Case of the Crimson Pulse (2)(R)

Enchantment -- Case

When this Case enters, discard a card, then draw two cards.
To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.)
Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.

[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


## Pyroclasm (1)(R)

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Redirect Lightning (R)

Instant -- Lesson

As an additional cost to cast this spell, pay 5 life or pay {2}.
Change the target of target spell or ability with a single target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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As an additional cost to cast this spell, pay 5 life or pay {2}.
Change the target of target spell or ability with a single target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sear {1}{R}

Instant

Sear deals 4 damage to target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sear deals 4 damage to target creature or planeswalker.

[sideboard]

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## Sear {1}{R}

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Sear deals 4 damage to target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Soul-Guide Lantern {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## The Last Agni Kai {1}{R}

Instant

Target creature you control fights target creature an opponent controls. If the creature the opponent controls is dealt excess damage this way, add that much {R}. Until end of turn, you don't lose unspent red mana as steps and phases end.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Target creature you control fights target creature an opponent controls. If the creature the opponent controls is dealt excess damage this way, add that much {R}. Until end of turn, you don't lose unspent red mana as steps and phases end.

[sideboard]

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## The Legend of Roku ②ⓇⓇ

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I -- Exile the top three cards of your library. Until the end of your next turn, you may play those cards.
II -- Add one mana of any color.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

[sideboard]

- - - BACK FACE - - -

## Avatar Roku

Legendary Creature -- Avatar

Firebending 4 (Whenever this creature attacks, add {R}{R}{R}{R}. This mana lasts until end of combat.)
{8}: Create a 4/4 red Dragon creature token with flying and firebending 4.

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Zhao, the Moon Slayer ①Ⓡ

Legendary Creature -- Human Soldier

Menace
Nonbasic lands enter tapped.
{7}: Put a conqueror counter on Zhao.
As long as Zhao has a conqueror counter on him, nonbasic lands are Mountains. (They lose all other land types and abilities and have "{T}: Add {R}.")

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Shvirst, Nick - Standard (????????????? ?????? ?Magic Spotlight: Secrets)** sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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