Burnout Bashtronaut (R)

Creature -- Goblin Warrior

Menace
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.)
{2}: This creature gets +1/+0 until end of turn.
Max speed -- This creature has double strike.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

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

Burst Lightning (R)

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
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Hexing Squelcher (1)(R)

Creature -- Goblin Sorcerer

This spell can't be countered.
Ward--Pay 2 life.
Spells you control can't be countered.
Other creatures you control have "Ward--Pay 2 life."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hired Claw (R)

Creature -- Lizard Mercenary

Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.
{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Wuome13 - Mono-Red Aggro (Ultimate Guard European Magic Series - Regional sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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Howlsquad Heavy (2)(R)

Creature -- Goblin Mercenary

Start your engines!
Other Goblins you control have haste.
At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able.
Max speed -- {T}: Add {R} for each Goblin you control.

2/3

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Max speed -- {T}: Add {R} for each Goblin you control.

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Kellan, Planar Trailblazer (R)

Legendary Creature -- Human Faerie Scout

{1}{R}: If Kellan is a Scout, it becomes a Human Faerie Detective and gains "Whenever Kellan deals combat damage to a player, exile the top card of your library. You may play that card this turn."
{2}{R}: If Kellan is a Detective, it becomes a 3/2 Human Faerie Rogue and gains double strike.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Strike (1)(R)

Instant

Lightning Strike deals 3 damage to any target.

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Playtest cards - Wuome13 - Mono-Red Aggro (Ultimate Guard European Magic Series - Regional sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Lightning Strike {1}{R}

Instant

Lightning Strike deals 3 damage to any target.

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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({T}: Add {R}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nova Hellkite {3}{R}{R}

Creature -- Dragon

Flying, haste
When this creature enters, it deals 1 damage to target creature an opponent controls.
Warp {2}{R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

4/5

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Wuome13 - Mono-Red Aggro (Ultimate Guard European Magic Series - Regional sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raphael, the Nightwatcher {2}{R}{R}

Legendary Creature -- Mutant Ninja Turtle

Sneak {1}{R}{R} (You may cast this spell for {1}{R}{R} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.)
Attacking creatures you control have double strike.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Mutant Ninja Turtle

Sneak {1}{R}{R} (You may cast this spell for {1}{R}{R} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.)
Attacking creatures you control have double strike.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shock {R}

Instant

Shock deals 2 damage to any target.

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Soulstone Sanctuary

Land

{T}: Add {C}.
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tokka & Rahzar, Terrible Twos {B/R}{B/R}

Legendary Creature -- Turtle Wolf Mutant

This spell can't be countered.
Menace
Whenever a player casts a spell, if the amount of mana spent to cast it was less than its mana value, Tokka & Rahzar deal 3 damage to that player.

3/2

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This spell can't be countered.
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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jennika's Technique {2}{R}

Instant

Sneak {R} (You may cast this spell for {R} if you also return an unblocked attacker you control to hand during the declare blockers step.)
Jennika's Technique deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magebane Lizard {1}{R}

Creature -- Lizard

Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.

[sideboard]

1/4

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[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sear {1}{R}

Instant

Sear deals 4 damage to target creature or planeswalker.

[sideboard]

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[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]

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunspine Lynx {2}{R}{R}

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 PLAY botbox.dev

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The Legend of Roku {2}{R}{R}

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

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twisted Fealty {2}{R}

Sorcery

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.
Create a Wicked Role token attached to up to one target creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Wuome13 - Mono-Red Aggro (Ultimate Guard European Magic Series - Regional sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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