

®

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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.)
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.

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Heartfire Hero (R) Creature -- Mouse Soldier Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it. When this creature dies, it deals damage equal to its power to each opponent. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heartfire Hero (R) Creature -- Mouse Soldier Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it. When this creature dies, it deals damage equal to its power to each opponent. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heartfire Hero (R) Creature -- Mouse Soldier Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it. When this creature dies, it deals damage equal to its power to each opponent. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heartfire Hero (R) Creature -- Mouse Soldier Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it. When this creature dies, it deals damage equal to its power to each opponent. 1/1 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	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	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	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

Lightning Strike Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Strike Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Strike Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Strike Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Manifold Mouse Creature -- Mouse Soldier Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Manifold Mouse Creature -- Mouse Soldier Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Manifold Mouse Creature -- Mouse Soldier Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Manifold Mouse Creature -- Mouse Soldier Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.) At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 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 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 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 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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Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rockface Village Land {T}: Add {C}. {T}: Add {R}. Spend this mana only to cast a creature spell. {R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rockface Village Land {T}: Add {C}. {T}: Add {R}. Spend this mana only to cast a creature spell. {R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rockface Village Land {T}: Add {C}. {T}: Add {R}. Spend this mana only to cast a creature spell. {R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rockface Village Land {T}: Add {C}. {T}: Add {R}. Spend this mana only to cast a creature spell. {R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Screaming Nemesis 2R Creature -- Spirit Haste 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Screaming Nemesis 2R Creature -- Spirit Haste 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Screaming Nemesis 2R Creature -- Spirit Haste 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Screaming Nemesis (2)(R) Creature -- Spirit Haste 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. 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. 5/4 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. 5/4 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. 5/4 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. 5/4 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ghost Vacuum1 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lithomantic BarrageR 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 PLAYbotbox.dev	Lithomantic BarrageR 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 PLAYbotbox.dev	Obliterating Bolt1R Sorcery Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Obliterating Bolt 1R Sorcery Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Questing Druid 1G Creature -- Human Druid Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature. [sideboard] 1/1 ----- ADVENTURE ----- Seek the Beast 1R Instant -- Adventure Exile the top two cards of your library. Until your next end step, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Questing Druid 1G Creature -- Human Druid Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature. [sideboard] 1/1 ----- ADVENTURE ----- Seek the Beast 1R Instant -- Adventure Exile the top two cards of your library. Until your next end step, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Questing Druid 1G Creature -- Human Druid Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature. [sideboard] 1/1 ----- ADVENTURE ----- Seek the Beast 1R Instant -- Adventure Exile the top two cards of your library. Until your next end step, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Questing Druid 1G Creature -- Human Druid Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature. [sideboard] 1/1 ----- ADVENTURE ----- Seek the Beast 1R Instant -- Adventure Exile the top two cards of your library. Until your next end step, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shock R Instant Shock deals 2 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Shock deals 2 damage to any target.

[sideboard]

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[sideboard]

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