

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. 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	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.) 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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Demonic Ruckus 1 R Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has menace and trample. When this Aura is put into a graveyard from the battlefield, draw a card. Plot {R} (You may pay {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demonic Ruckus 1 R Enchantment -- Aura Enchant creature Enchanted creature gets +1/+1 and has menace and trample. When this Aura is put into a graveyard from the battlefield, draw a card. Plot {R} (You may pay {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.) 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	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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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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 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	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Self-Destruct 1 R Instant Target creature you control deals X damage to any other target and X damage to itself, where X is its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Self-Destruct 1 R Instant Target creature you control deals X damage to any other target and X damage to itself, where X is its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	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

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	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	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Abrade (1)(R) Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abrade (1)(R) Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abrade (1)(R) Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] 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." [sideboard] 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." [sideboard] 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." [sideboard] 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." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire Magic R Instant Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fire Magic R Instant Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. [sideboard] 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. [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

Pyroclasm 1 R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] 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.) [sideboard] 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	