

Chain Lightning Sorcery Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chain Lightning Sorcery Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chain Lightning Sorcery Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chain Lightning Sorcery Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Clockwork Percussionist Artifact Creature -- Monkey Toy Haste When this creature dies, exile the top card of your library. You may play it until the end of your next turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clockwork Percussionist Artifact Creature -- Monkey Toy Haste When this creature dies, exile the top card of your library. You may play it until the end of your next turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clockwork Percussionist Artifact Creature -- Monkey Toy Haste When this creature dies, exile the top card of your library. You may play it until the end of your next turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clockwork Percussionist Artifact Creature -- Monkey Toy Haste When this creature dies, exile the top card of your library. You may play it until the end of your next turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fireblast 4 R R Instant You may sacrifice two Mountains rather than pay this spell's mana cost. Fireblast deals 4 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fireblast 4 R R Instant You may sacrifice two Mountains rather than pay this spell's mana cost. Fireblast deals 4 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fireblast 4 R R Instant You may sacrifice two Mountains rather than pay this spell's mana cost. Fireblast deals 4 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fireblast 4 R R Instant You may sacrifice two Mountains rather than pay this spell's mana cost. Fireblast deals 4 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Keldon Marauders 1 R Creature -- Human Warrior Vanishing 2 (This creature enters with two time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.) When this creature enters or leaves the battlefield, it deals 1 damage to target player or planeswalker. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Keldon Marauders 1 R Creature -- Human Warrior Vanishing 2 (This creature enters with two time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.) When this creature enters or leaves the battlefield, it deals 1 damage to target player or planeswalker. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Keldon Marauders 1 R Creature -- Human Warrior Vanishing 2 (This creature enters with two time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.) When this creature enters or leaves the battlefield, it deals 1 damage to target player or planeswalker. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Keldon Marauders 1 R Creature -- Human Warrior Vanishing 2 (This creature enters with two time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.) When this creature enters or leaves the battlefield, it deals 1 damage to target player or planeswalker. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lightning Strike 1 R Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mayhem Patrol 1 R Creature -- Devil Warrior Menace (This creature can't be blocked except by two or more creatures.) Whenever this creature attacks, target creature gets +1/+0 until end of turn. Blitz {1}{R} (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mayhem Patrol 1 R Creature -- Devil Warrior Menace (This creature can't be blocked except by two or more creatures.) Whenever this creature attacks, target creature gets +1/+0 until end of turn. Blitz {1}{R} (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mayhem Patrol 1 R Creature -- Devil Warrior Menace (This creature can't be blocked except by two or more creatures.) Whenever this creature attacks, target creature gets +1/+0 until end of turn. Blitz {1}{R} (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mayhem Patrol 1R Creature -- Devil Warrior Menace (This creature can't be blocked except by two or more creatures.) Whenever this creature attacks, target creature gets +1/+0 until end of turn. Blitz {1}{R} (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.) 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
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Orcish Hellraiser1R Creature -- Orc Warrior Echo {R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature dies, it deals 2 damage to target player or planeswalker. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orcish Hellraiser1R Creature -- Orc Warrior Echo {R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature dies, it deals 2 damage to target player or planeswalker. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orcish Hellraiser1R Creature -- Orc Warrior Echo {R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature dies, it deals 2 damage to target player or planeswalker. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plasma Jockey3R Creature -- Lizard Warrior Whenever this creature attacks, target creature an opponent controls can't block this turn. Blitz {2}{R} (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plasma Jockey 3 R Creature -- Lizard Warrior Whenever this creature attacks, target creature an opponent controls can't block this turn. Blitz {2}{R} (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plasma Jockey 3 R Creature -- Lizard Warrior Whenever this creature attacks, target creature an opponent controls can't block this turn. Blitz {2}{R} (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plasma Jockey 3 R Creature -- Lizard Warrior Whenever this creature attacks, target creature an opponent controls can't block this turn. Blitz {2}{R} (If you cast this spell for its blitz cost, it gains haste and "When this creature dies, draw a card." Sacrifice it at the beginning of the next end step.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunscorched Desert Land -- Desert When this land enters, it deals 1 damage to target player or planeswalker. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sunscorched Desert Land -- Desert When this land enters, it deals 1 damage to target player or planeswalker. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Viashino Pyromancer 1 R Creature -- Lizard Wizard When this creature enters, it deals 2 damage to target player or planeswalker. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Viashino Pyromancer 1 R Creature -- Lizard Wizard When this creature enters, it deals 2 damage to target player or planeswalker. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Viashino Pyromancer 1 R Creature -- Lizard Wizard When this creature enters, it deals 2 damage to target player or planeswalker. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ② R

When this creature enters, it deals 2 damage to target player or planeswalker.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

Trample, haste
At the beginning of the end step,
return this creature to its owner's
hand. (Return it only if it's on the
battlefield.)
Cycling {R} ({R}, Discard this card:
Draw a card.)

4/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

Trample, haste
At the beginning of the end step,
return this creature to its owner's
hand. (Return it only if it's on the
battlefield.)
Cycling {R} ({R}, Discard this card:
Draw a card.)

4/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

Trample, haste
At the beginning of the end step,
return this creature to its owner's
hand. (Return it only if it's on the
battlefield.)
Cycling {R}, Discard this card:
Draw a card.)

4/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev