

G

[1]{6G}: This creature gets +2/+2 until end of turn. Activate only once each turn.

Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

1/1

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Ⓒ

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1/1

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① R

When this enchantment enters, you may discard a card. If you do, draw two cards.

{1}, Sacrifice this enchantment: Creatures you control gain haste until end of turn.

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① R

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①R

As an additional cost to cast this spell, discard two cards.
Draw three cards.

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<div><div>Cathartic Reunion</div><div>1R</div></div> <div>Sorcery</div> <div>As an additional cost to cast this spell, discard two cards. Draw three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Cathartic Reunion</div><div>1R</div></div> <div>Sorcery</div> <div>As an additional cost to cast this spell, discard two cards. Draw three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Faithless Looting</div><div>R</div></div> <div>Sorcery</div> <div>Draw two cards, then discard two cards. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Faithless Looting</div><div>R</div></div> <div>Sorcery</div> <div>Draw two cards, then discard two cards. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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① R R

Fiery Temper deals 3 damage to any target.

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Kicker {R} (You may pay an additional {R} as you cast this spell.)
When this creature enters, if it was kicked, creatures you control get +1/+0 and gain haste until end of turn.

1/1

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Lightning Bolt deals 3 damage to any target.

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Lightning Bolt deals 3 damage to any
target.
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<div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div>Scrapwork Mutt2</div> <div>Artifact Creature -- Dog</div> <div>When this creature enters, you may discard a card. If you do, draw a card. Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Scrapwork Mutt2</div> <div>Artifact Creature -- Dog</div> <div>When this creature enters, you may discard a card. If you do, draw a card. Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Scrapwork Mutt2</div> <div>Artifact Creature -- Dog</div> <div>When this creature enters, you may discard a card. If you do, draw a card. Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Scrapwork Mutt2</div> <div>Artifact Creature -- Dog</div> <div>When this creature enters, you may discard a card. If you do, draw a card. Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Skophos Reaver</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Minotaur Warrior</div> <div> <p>During your turn, this creature gets +2/+0.</p> <p>Madness {1}{R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</p> </div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Skophos Reaver</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Minotaur Warrior</div> <div> <p>During your turn, this creature gets +2/+0.</p> <p>Madness {1}{R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</p> </div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Skophos Reaver</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Minotaur Warrior</div> <div> <p>During your turn, this creature gets +2/+0.</p> <p>Madness {1}{R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</p> </div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Skophos Reaver</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Minotaur Warrior</div> <div> <p>During your turn, this creature gets +2/+0.</p> <p>Madness {1}{R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</p> </div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Sneaky Snacker</div> <div> <div>U</div> <div>B</div> </div> </div> <div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying</p> <p>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</p> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Sneaky Snacker</div> <div> <div>U</div> <div>B</div> </div> </div> <div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying</p> <p>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</p> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Sneaky Snacker</div> <div> <div>U</div> <div>B</div> </div> </div> <div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying</p> <p>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</p> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Sneaky Snacker</div> <div> <div>U</div> <div>B</div> </div> </div> <div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying</p> <p>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</p> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

®

When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

1/1

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① R

* Cast into the Fire deals 1 damage to each of up to two target creatures.

* Exile target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

* Cast into the Fire deals 1 damage to each of up to two target creatures.

* Exile target artifact.

[sideboard]

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End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.

[sidebar]

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<div> <div>End the Festivities</div> <div>Sorcery</div> <div>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Gorilla Shaman</div> <div>Creature -- Ape Shaman</div> <div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Gorilla Shaman</div> <div>Creature -- Ape Shaman</div> <div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Gorilla Shaman</div> <div>Creature -- Ape Shaman</div> <div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>
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<div> <div> Red Elemental Blast R </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> * Counter target blue spell. * Destroy target blue permanent. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Tormod's Crypt Θ </div> <div> Artifact </div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Tormod's Crypt Θ </div> <div> Artifact </div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	