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| <div><div>Faithless Looting</div><div><div>R</div></div></div> <div>Sorcery</div> <div>Draw two cards, then discard two cards.<br/>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><div>R</div></div></div> <div>Sorcery</div> <div>Draw two cards, then discard two cards.<br/>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><div>R</div></div></div> <div>Sorcery</div> <div>Draw two cards, then discard two cards.<br/>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><div>R</div></div></div> <div>Sorcery</div> <div>Draw two cards, then discard two cards.<br/>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>Fiery Temper</div><div><div>1</div><div>R</div><div>R</div></div></div> <div>Instant</div> <div>Fiery Temper deals 3 damage to any target.<br/>Madness {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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fiery Temper</div><div><div>1</div><div>R</div><div>R</div></div></div> <div>Instant</div> <div>Fiery Temper deals 3 damage to any target.<br/>Madness {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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fiery Temper</div><div><div>1</div><div>R</div><div>R</div></div></div> <div>Instant</div> <div>Fiery Temper deals 3 damage to any target.<br/>Madness {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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Fiery Temper</div><div><div>1</div><div>R</div><div>R</div></div></div> <div>Instant</div> <div>Fiery Temper deals 3 damage to any target.<br/>Madness {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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Fireblast<div><div>4</div><div>R</div><div>R</div></div></div><div>Instant</div><div>You may sacrifice two Mountains rather than pay this spell's mana cost.<br/>Fireblast deals 4 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div>Fireblast<div><div>4</div><div>R</div><div>R</div></div></div><div>Instant</div><div>You may sacrifice two Mountains rather than pay this spell's mana cost.<br/>Fireblast deals 4 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div>Fireblast<div><div>4</div><div>R</div><div>R</div></div></div><div>Instant</div><div>You may sacrifice two Mountains rather than pay this spell's mana cost.<br/>Fireblast deals 4 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div>Grab the Prize<div><div>1</div><div>R</div></div></div><div>Sorcery</div><div>As an additional cost to cast this spell, discard a card.<br/>Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Grab the Prize<div><div>1</div><div>R</div></div></div><div>Sorcery</div><div>As an additional cost to cast this spell, discard a card.<br/>Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Grab the Prize<div><div>1</div><div>R</div></div></div><div>Sorcery</div><div>As an additional cost to cast this spell, discard a card.<br/>Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Grab the Prize<div><div>1</div><div>R</div></div></div><div>Sorcery</div><div>As an additional cost to cast this spell, discard a card.<br/>Draw two cards. If the discarded card wasn't a land card, Grab the Prize deals 2 damage to each opponent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Guttersnipe<div><div>2</div><div>R</div></div></div><div>Creature -- Goblin Shaman</div><div>Whenever you cast an instant or sorcery spell, this creature deals 2 damage to each opponent.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              |

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| <b>Guttersnipe</b> (2)(R)<br>Creature -- Goblin Shaman<br>Whenever you cast an instant or sorcery spell, this creature deals 2 damage to each opponent.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                             | <b>Guttersnipe</b> (2)(R)<br>Creature -- Goblin Shaman<br>Whenever you cast an instant or sorcery spell, this creature deals 2 damage to each opponent.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                             | <b>Highway Robbery</b> (1)(R)<br>Sorcery<br>You may discard a card or sacrifice a land. If you do, draw two cards. 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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Highway Robbery</b> (1)(R)<br>Sorcery<br>You may discard a card or sacrifice a land. If you do, draw two cards. 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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Highway Robbery</b> (1)(R)<br>Sorcery<br>You may discard a card or sacrifice a land. If you do, draw two cards. 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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Highway Robbery</b> (1)(R)<br>Sorcery<br>You may discard a card or sacrifice a land. If you do, draw two cards. 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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Kessig Flamebreather</b> (1)(R)<br>Creature -- Human Shaman<br>Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                             | <b>Kessig Flamebreather</b> (1)(R)<br>Creature -- Human Shaman<br>Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                             |

① R

Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Lava Dart deals 1 damage to any target.  
Flashback--Sacrifice a Mountain. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Lava Dart deals 1 damage to any target.  
Flashback--Sacrifice a Mountain.  
(You may cast this card from your graveyard for its flashback cost.  
Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Lava Dart deals 1 damage to any target.  
Flashback--Sacrifice a Mountain.  
(You may cast this card from your graveyard for its flashback cost.  
Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Lava Dart deals 1 damage to any target.  
Flashback--Sacrifice a Mountain. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lightning Bolt deals 3 damage to any
target.
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| <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</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>                   | <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><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                 | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                 | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                 | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                 |
| <div>Sneaky Snacker</div> <div>ⓈⓅ</div> <div>Creature -- Faerie Rogue</div> <div>Flying</div> <div>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sneaky Snacker</div> <div>ⓈⓅ</div> <div>Creature -- Faerie Rogue</div> <div>Flying</div> <div>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sneaky Snacker</div> <div>ⓈⓅ</div> <div>Creature -- Faerie Rogue</div> <div>Flying</div> <div>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sneaky Snacker</div> <div>ⓈⓅ</div> <div>Creature -- Faerie Rogue</div> <div>Flying</div> <div>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |



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| <div><div>Red Elemental Blast</div><div>R</div></div> <div>Instant</div> <div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      | <div><div>Red Elemental Blast</div><div>R</div></div> <div>Instant</div> <div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      | <div><div>Red Elemental Blast</div><div>R</div></div> <div>Instant</div> <div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      | <div><div>Relic of Progenitus</div><div>1</div></div> <div>Artifact</div> <div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                             |
| <div><div>Relic of Progenitus</div><div>1</div></div> <div>Artifact</div> <div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Relic of Progenitus</div><div>1</div></div> <div>Artifact</div> <div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Relic of Progenitus</div><div>1</div></div> <div>Artifact</div> <div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Searing Blaze</div><div>R</div><div>R</div></div> <div>Instant</div> <div>Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls.<br/>Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Searing Blaze</div><div><div>R</div><div>R</div></div><div>Instant</div><div>Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls.<br/>Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Searing Blaze</div><div><div>R</div><div>R</div></div><div>Instant</div><div>Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls.<br/>Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Searing Blaze</div><div><div>R</div><div>R</div></div><div>Instant</div><div>Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls.<br/>Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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