

3 R

You may look at the top card of your library any time.

You may play lands and cast spells from the top of your library.

You can't play lands or cast spells from your hand.

{3}{R}: Destroy this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

You may look at the top card of your library any time.

You may play lands and cast spells from the top of your library.

You can't play lands or cast spells from your hand.

{3}{R}: Destroy this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R

You may look at the top card of your library any time.
You may play lands and cast spells from the top of your library.
You can't play lands or cast spells from your hand.
{3}{R}: Destroy this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

You may look at the top card of your library any time.
You may play lands and cast spells from the top of your library.
You can't play lands or cast spells from your hand.
{3}{R}: Destroy this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Haste (This creature can attack and {T} as soon as it comes under your control.)
{T}, Sacrifice this creature: It deals 1 damage to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Haste (This creature can attack and {T} as soon as it comes under your control.)
{T}, Sacrifice this creature: It deals 1 damage to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Haste (This creature can attack and {T} as soon as it comes under your control.)
{T}, Sacrifice this creature: It deals 1 damage to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Haste (This creature can attack and {T} as soon as it comes under your control.)
{T}, Sacrifice this creature: It deals 1 damage to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghitu Lavarunner (R) Creature -- Human Wizard As long as there are two or more instant and/or sorcery cards in your graveyard, this creature gets +1/+0 and has haste. (It can attack and {T} as soon as it comes under your control.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghitu Lavarunner (R) Creature -- Human Wizard As long as there are two or more instant and/or sorcery cards in your graveyard, this creature gets +1/+0 and has haste. (It can attack and {T} as soon as it comes under your control.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghitu Lavarunner (R) Creature -- Human Wizard As long as there are two or more instant and/or sorcery cards in your graveyard, this creature gets +1/+0 and has haste. (It can attack and {T} as soon as it comes under your control.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghitu Lavarunner (R) Creature -- Human Wizard As long as there are two or more instant and/or sorcery cards in your graveyard, this creature gets +1/+0 and has haste. (It can attack and {T} as soon as it comes under your control.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Goblin Chainwhirler (R)(R)(R) Creature -- Goblin Warrior First strike When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Chainwhirler (R)(R)(R) Creature -- Goblin Warrior First strike When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Chainwhirler (R)(R)(R) Creature -- Goblin Warrior First strike When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Chainwhirler (R)(R)(R) Creature -- Goblin Warrior First strike When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Strike Instant Lightning Strike deals 3 damage to any target. 1 R PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Strike Instant Lightning Strike deals 3 damage to any target. 1 R PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Strike Instant Lightning Strike deals 3 damage to any target. 1 R PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Strike Instant Lightning Strike deals 3 damage to any target. 1 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	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 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	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	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	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	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Risk Factor2R Instant Target opponent may have Risk Factor deal 4 damage to them. If that player doesn't, you draw three cards. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Risk Factor2R Instant Target opponent may have Risk Factor deal 4 damage to them. If that player doesn't, you draw three cards. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Runaway Steam-Kin1R Creature -- Elemental Whenever you cast a red spell, if this creature has fewer than three +1/+1 counters on it, put a +1/+1 counter on this creature. Remove three +1/+1 counters from this creature: Add {R}{R}{R}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Runaway Steam-Kin1R Creature -- Elemental Whenever you cast a red spell, if this creature has fewer than three +1/+1 counters on it, put a +1/+1 counter on this creature. Remove three +1/+1 counters from this creature: Add {R}{R}{R}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Runaway Steam-Kin1R Creature -- Elemental Whenever you cast a red spell, if this creature has fewer than three +1/+1 counters on it, put a +1/+1 counter on this creature. Remove three +1/+1 counters from this creature: Add {R}{R}{R}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Runaway Steam-Kin1R Creature -- Elemental Whenever you cast a red spell, if this creature has fewer than three +1/+1 counters on it, put a +1/+1 counter on this creature. Remove three +1/+1 counters from this creature: Add {R}{R}{R}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shock Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock Instant Shock deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Viashino Pyromancer Creature -- Lizard Wizard When this creature enters, it deals 2 damage to target player or planeswalker. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Viashino Pyromancer Creature -- Lizard Wizard When this creature enters, it deals 2 damage to target player or planeswalker. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Viashino Pyromancer Creature -- Lizard Wizard When this creature enters, it deals 2 damage to target player or planeswalker. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Viashino Pyromancer Creature -- Lizard Wizard When this creature enters, it deals 2 damage to target player or planeswalker. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wizard's Lightning 2R Instant This spell costs {2} less to cast if you control a Wizard. Wizard's Lightning deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wizard's Lightning 2R Instant This spell costs {2} less to cast if you control a Wizard. Wizard's Lightning deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wizard's Lightning 2R Instant This spell costs {2} less to cast if you control a Wizard. Wizard's Lightning deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wizard's Lightning 2R Instant This spell costs {2} less to cast if you control a Wizard. Wizard's Lightning deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Banefire XR Sorcery Banefire deals X damage to any target. If X is 5 or more, this spell can't be countered and the damage can't be prevented. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Banefire XR Sorcery Banefire deals X damage to any target. If X is 5 or more, this spell can't be countered and the damage can't be prevented. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Cannonade 2R Instant Fiery Cannonade deals 2 damage to each non-Pirate creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Cannonade 2R Instant Fiery Cannonade deals 2 damage to each non-Pirate creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

②R

Kicker {5}{R} (You may pay an additional {5}{R} as you cast this spell.)
Fight with Fire deals 5 damage to target creature. If this spell was kicked, it deals 10 damage divided as you choose among any number of targets instead. (Those targets can include players and planeswalkers.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Kicker {5}{R} (You may pay an additional {5}{R} as you cast this spell.)
Fight with Fire deals 5 damage to target creature. If this spell was kicked, it deals 10 damage divided as you choose among any number of targets instead. (Those targets can include players and planeswalkers.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R

Kicker {5}{R} (You may pay an additional {5}{R} as you cast this spell.)

Fight with Fire deals 5 damage to target creature. If this spell was kicked, it deals 10 damage divided as you choose among any number of targets instead. (Those targets can include players and planeswalkers.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Lava Coil deals 4 damage to target creature. If that creature would die this turn, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Treasure Map ②

{1}, {T}: Scry 1. Put a landmark counter on this artifact. Then if there are three or more landmark counters on it, remove those counters, transform this artifact, and create three Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

- - - BACK FACE - - -

Land

(Transforms from Treasure Map.)
 {T}: Add {C}.
 {T}, Sacrifice a Treasure: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Treasure Map2 Artifact {1}, {T}: Scry 1. Put a landmark counter on this artifact. Then if there are three or more landmark counters on it, remove those counters, transform this artifact, and create three Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.) [sideboard] ----- BACK FACE ----- Treasure Cove Land (Transforms from Treasure Map.) {T}: Add {C}. {T}, Sacrifice a Treasure: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treasure Map2 Artifact {1}, {T}: Scry 1. Put a landmark counter on this artifact. Then if there are three or more landmark counters on it, remove those counters, transform this artifact, and create three Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.) [sideboard] ----- BACK FACE ----- Treasure Cove Land (Transforms from Treasure Map.) {T}: Add {C}. {T}, Sacrifice a Treasure: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Treasure Map2 Artifact {1}, {T}: Scry 1. Put a landmark counter on this artifact. Then if there are three or more landmark counters on it, remove those counters, transform this artifact, and create three Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.) [sideboard] ----- BACK FACE ----- Treasure Cove Land (Transforms from Treasure Map.) {T}: Add {C}. {T}, Sacrifice a Treasure: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	