

Anax, Hardened in the Forge (1)(R)(R) Legendary Enchantment Creature -- Demigod Anax's power is equal to your devotion to red. (Each {R} in the mana costs of permanents you control counts toward your devotion to red.) Whenever Anax or another nontoken creature you control dies, create a 1/1 red Satyr creature token with "This token can't block." If the creature had power 4 or greater, create two of those tokens instead. * / 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anax, Hardened in the Forge (1)(R)(R) Legendary Enchantment Creature -- Demigod Anax's power is equal to your devotion to red. (Each {R} in the mana costs of permanents you control counts toward your devotion to red.) Whenever Anax or another nontoken creature you control dies, create a 1/1 red Satyr creature token with "This token can't block." If the creature had power 4 or greater, create two of those tokens instead. * / 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anax, Hardened in the Forge (1)(R)(R) Legendary Enchantment Creature -- Demigod Anax's power is equal to your devotion to red. (Each {R} in the mana costs of permanents you control counts toward your devotion to red.) Whenever Anax or another nontoken creature you control dies, create a 1/1 red Satyr creature token with "This token can't block." If the creature had power 4 or greater, create two of those tokens instead. * / 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anax, Hardened in the Forge (1)(R)(R) Legendary Enchantment Creature -- Demigod Anax's power is equal to your devotion to red. (Each {R} in the mana costs of permanents you control counts toward your devotion to red.) Whenever Anax or another nontoken creature you control dies, create a 1/1 red Satyr creature token with "This token can't block." If the creature had power 4 or greater, create two of those tokens instead. * / 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bonecrusher Giant (2)(R) Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4 / 3 ----- ADVENTURE ----- Stomp (1)(R) Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonecrusher Giant (2)(R) Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4 / 3 ----- ADVENTURE ----- Stomp (1)(R) Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonecrusher Giant (2)(R) Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4 / 3 ----- ADVENTURE ----- Stomp (1)(R) Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonecrusher Giant (2)(R) Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4 / 3 ----- ADVENTURE ----- Stomp (1)(R) Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Castle Embereth Land This land enters tapped unless you control a Mountain. {T}: Add {R}. {1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Embereth Land This land enters tapped unless you control a Mountain. {T}: Add {R}. {1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Embereth Land This land enters tapped unless you control a Mountain. {T}: Add {R}. {1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castle Embereth Land This land enters tapped unless you control a Mountain. {T}: Add {R}. {1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Embercleave 4RR Legendary Artifact -- Equipment Flash This spell costs {1} less to cast for each attacking creature you control. When Embercleave enters, attach it to target creature you control. Equipped creature gets +1/+1 and has double strike and trample. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Embercleave 4RR Legendary Artifact -- Equipment Flash This spell costs {1} less to cast for each attacking creature you control. When Embercleave enters, attach it to target creature you control. Equipped creature gets +1/+1 and has double strike and trample. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Embercleave 4RR Legendary Artifact -- Equipment Flash This spell costs {1} less to cast for each attacking creature you control. When Embercleave enters, attach it to target creature you control. Equipped creature gets +1/+1 and has double strike and trample. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Embercleave 4RR Legendary Artifact -- Equipment Flash This spell costs {1} less to cast for each attacking creature you control. When Embercleave enters, attach it to target creature you control. Equipped creature gets +1/+1 and has double strike and trample. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fervent Champion (R) Creature -- Human Knight First strike, haste Whenever this creature attacks, another target attacking Knight you control gets +1/+0 until end of turn. Equip abilities you activate that target this creature cost {3} less to activate. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fervent Champion (R) Creature -- Human Knight First strike, haste Whenever this creature attacks, another target attacking Knight you control gets +1/+0 until end of turn. Equip abilities you activate that target this creature cost {3} less to activate. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fervent Champion (R) Creature -- Human Knight First strike, haste Whenever this creature attacks, another target attacking Knight you control gets +1/+0 until end of turn. Equip abilities you activate that target this creature cost {3} less to activate. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fervent Champion (R) Creature -- Human Knight First strike, haste Whenever this creature attacks, another target attacking Knight you control gets +1/+0 until end of turn. Equip abilities you activate that target this creature cost {3} less to activate. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Light Up the Stage (2)(R) Sorcery Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Light Up the Stage (2)(R) Sorcery Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Light Up the Stage (2)(R) Sorcery Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Light Up the Stage (2)(R) Sorcery Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.) Exile the top two cards of your library. Until the end of your next turn, you may play those cards. 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
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$$(\{T\} : \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Reach, haste
Whenever this creature attacks, if
defending player has more cards in
hand than you, exile the top card of
their library. During any turn you
attacked with a Rogue, you may cast
that card and you may spend mana as
though it were mana of any color to
cast that spell.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

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 PLAY bothox.dev

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 PLAY bothox.dev

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 PLAY bothox.dev

Runaway Steam-Kin 1R 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 PLAY botbox.dev	Scorch Spitter R Creature -- Elemental Lizard Whenever this creature attacks, it deals 1 damage to the player or planeswalker it's attacking. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scorch Spitter R Creature -- Elemental Lizard Whenever this creature attacks, it deals 1 damage to the player or planeswalker it's attacking. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scorch Spitter R Creature -- Elemental Lizard Whenever this creature attacks, it deals 1 damage to the player or planeswalker it's attacking. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Scorch Spitter R Creature -- Elemental Lizard Whenever this creature attacks, it deals 1 damage to the player or planeswalker it's attacking. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock R Instant Shock deals 2 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shock R Instant Shock deals 2 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tin Street Dodger R Creature -- Goblin Rogue Haste {R}: This creature can't be blocked this turn except by creatures with defender. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tin Street Dodger R Creature -- Goblin Rogue Haste {R}: This creature can't be blocked this turn except by creatures with defender. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tin Street Dodger R Creature -- Goblin Rogue Haste {R}: This creature can't be blocked this turn except by creatures with defender. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torbran, Thane of Red Fell 1 R R R Legendary Creature -- Dwarf Noble If a red source you control would deal damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torbran, Thane of Red Fell 1 R R R Legendary Creature -- Dwarf Noble If a red source you control would deal damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Embereth Shieldbreaker 1 R Creature -- Human Knight [sideboard] 2/1 ----- ADVENTURE ----- Battle Display R Sorcery -- Adventure Destroy target artifact. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Embereth Shieldbreaker 1 R Creature -- Human Knight [sideboard] 2/1 ----- ADVENTURE ----- Battle Display R Sorcery -- Adventure Destroy target artifact. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lava Coil 1 R Sorcery 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	Lava Coil 1 R Sorcery 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

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Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R

{1}: Another target creature with power 2 or less can't be blocked this turn.

{1}{R}, {T}, Discard your hand:
Until end of turn, whenever a
creature you control with power 2 or
less deals combat damage to a
player, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/3

②R

{1}: Another target creature with power 2 or less can't be blocked this turn.

{1}{R}, {T}, Discard your hand:
Until end of turn, whenever a
creature you control with power 2 or
less deals combat damage to a
player, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/3

②R

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[-2]: Create a 1/1 red Devil
creature token with "When this token
dies, it deals 1 damage to any
target."
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

L 5

Tibalt, Rakish Instigator (2)(R) Legendary Planeswalker -- Tibalt Your opponents can't gain life. [-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tibalt, Rakish Instigator (2)(R) Legendary Planeswalker -- Tibalt Your opponents can't gain life. [-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torbran, Thane of Red Fell (1)(R)(R)(R) Legendary Creature -- Dwarf Noble If a red source you control would deal damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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