

Ball Lightning (R)(R)(R) Creature -- Elemental Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Haste (This creature can attack and {T} as soon as it comes under your control.) At the beginning of the end step, sacrifice this creature. 6/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ball Lightning (R)(R)(R) Creature -- Elemental Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Haste (This creature can attack and {T} as soon as it comes under your control.) At the beginning of the end step, sacrifice this creature. 6/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ball Lightning (R)(R)(R) Creature -- Elemental Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Haste (This creature can attack and {T} as soon as it comes under your control.) At the beginning of the end step, sacrifice this creature. 6/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ball Lightning (R)(R)(R) Creature -- Elemental Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Haste (This creature can attack and {T} as soon as it comes under your control.) At the beginning of the end step, sacrifice this creature. 6/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Barbarian Ring Land {T}: Add {R}. This land deals 1 damage to you. Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard. 7/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Barbarian Ring Land {T}: Add {R}. This land deals 1 damage to you. Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard. 7/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blistering Firecat (1)(R)(R)(R) Creature -- Elemental Cat Trample, haste At the beginning of the end step, sacrifice this creature. Morph {R}{R} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) 7/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blistering Firecat (1)(R)(R)(R) Creature -- Elemental Cat Trample, haste At the beginning of the end step, sacrifice this creature. Morph {R}{R} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) 7/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blistering Firecat 1RRR Creature -- Elemental Cat Trample, haste At the beginning of the end step, sacrifice this creature. Morph {R}{R} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) 7/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blistering Firecat 1RRR Creature -- Elemental Cat Trample, haste At the beginning of the end step, sacrifice this creature. Morph {R}{R} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) 7/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Hound 2R Creature -- Dog Whenever you're dealt damage, you may put that many +1/+1 counters on this creature. At the beginning of your end step, remove all +1/+1 counters from this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Browbeat 2R Sorcery Any player may have Browbeat deal 5 damage to them. If no one does, target player draws three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Browbeat 2R Sorcery Any player may have Browbeat deal 5 damage to them. If no one does, target player draws three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Earthquake X R Sorcery Earthquake deals X damage to each creature without flying and each player. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Fledgling Dragon 2 R R Creature -- Dragon Flying Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +3/+3 and has "{R}: This creature gets +1/+0 until end of turn." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fledgling Dragon 2 R R Creature -- Dragon Flying Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +3/+3 and has "{R}: This creature gets +1/+0 until end of turn." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fling 1 R Instant As an additional cost to cast this spell, sacrifice a creature. Fling deals damage equal to the sacrificed creature's power to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fling 1 R Instant As an additional cost to cast this spell, sacrifice a creature. Fling deals damage equal to the sacrificed creature's power to any target. 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 PLAY botbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. 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 PLAY botbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. 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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Skizzik Creature -- Elemental Kicker {R} (You may pay an additional {R} as you cast this spell.) Trample, haste At the beginning of the end step, if this creature wasn't kicked, sacrifice it. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skizzik Creature -- Elemental Kicker {R} (You may pay an additional {R} as you cast this spell.) Trample, haste At the beginning of the end step, if this creature wasn't kicked, sacrifice it. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sulfuric Vortex Enchantment At the beginning of each player's upkeep, this enchantment deals 2 damage to that player. If a player would gain life, that player gains no life instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sulfuric Vortex Enchantment At the beginning of each player's upkeep, this enchantment deals 2 damage to that player. If a player would gain life, that player gains no life instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sulfuric Vortex (1)(R)(R) Enchantment At the beginning of each player's upkeep, this enchantment deals 2 damage to that player. If a player would gain life, that player gains no life instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sulfuric Vortex (1)(R)(R) Enchantment At the beginning of each player's upkeep, this enchantment deals 2 damage to that player. If a player would gain life, that player gains no life instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Varchild's War-Riders (1)(R) Creature -- Human Warrior Cumulative upkeep--Have an opponent create a 1/1 red Survivor creature token. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) Trample; rampage 1 (Whenever this creature becomes blocked, it gets +1/+1 until end of turn for each creature blocking it beyond the first.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Varchild's War-Riders (1)(R) Creature -- Human Warrior Cumulative upkeep--Have an opponent create a 1/1 red Survivor creature token. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) Trample; rampage 1 (Whenever this creature becomes blocked, it gets +1/+1 until end of turn for each creature blocking it beyond the first.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Anarchy Sorcery Destroy all white permanents. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Hound Creature -- Dog Whenever you're dealt damage, you may put that many +1/+1 counters on this creature. At the beginning of your end step, remove all +1/+1 counters from this creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Hound Creature -- Dog Whenever you're dealt damage, you may put that many +1/+1 counters on this creature. At the beginning of your end step, remove all +1/+1 counters from this creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Hound Creature -- Dog Whenever you're dealt damage, you may put that many +1/+1 counters on this creature. At the beginning of your end step, remove all +1/+1 counters from this creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cursed Totem2 Artifact Activated abilities of creatures can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cursed Totem2 Artifact Activated abilities of creatures can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cursed Totem2 Artifact Activated abilities of creatures can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Price of Progress1R Instant Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Price of Progress1R Instant Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Price of Progress1R Instant Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Price of Progress1R Instant Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	PyroblastR Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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