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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Champion of the Path {3}{R}

Creature -- Elemental Sorcerer

As an additional cost to cast this spell, behold an Elemental and exile it. (Exile an Elemental you control or an Elemental card from your hand.)
Whenever another Elemental you control enters, it deals damage equal to its power to each opponent.
When this creature leaves the battlefield, return the exiled card to its owner's hand.

7/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - RichardW00d - Standard (Bock auf Schock!?) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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7/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collective Inferno {3}{R}{R}

Enchantment

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
As this enchantment enters, choose a creature type.
Double all damage that sources you control of the chosen type would deal.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

End-Blaze Epiphany {X}{R}

Instant

End-Blaze Epiphany deals X damage to target creature. When that creature dies this turn, exile a number of cards from the top of your library equal to its power, then choose a card exiled this way. Until the end of your next turn, you may play that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flamebraider {1}{R}

Creature -- Elemental Bard

{T}: Add two mana in any combination of colors. Spend this mana only to cast Elemental spells or activate abilities of Elemental sources.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fleeting Effigy {R}

Creature -- Elemental

Haste
At the beginning of your end step, return this creature to its owner's hand. (Return it only if it's on the battlefield.)
{2}{R}: This creature gets +2/+0 until end of turn.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Molten Man, Inferno Incarnate {2}{R}

Legendary Creature -- Elemental Villain

When Molten Man enters, search your library for a basic Mountain card, put it onto the battlefield tapped, then shuffle.
Molten Man gets +1/+1 for each Mountain you control.
When Molten Man leaves the battlefield, sacrifice a land.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - RichardW00d - Standard (Bock auf Schock!?) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Molten Man, Inferno Incarnate (2)(R)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sear {1}{R}

Instant

Sear deals 4 damage to target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Mountain

({T}: Add {R}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soulbright Seeker {R}

Creature -- Elemental Sorcerer

As an additional cost to cast this spell, behold an Elemental or pay {2}. (To behold an Elemental, choose an Elemental you control or reveal an Elemental card from your hand.)
{R}: Target creature you control gains trample until end of turn. If this is the third time this ability has resolved this turn, add {R}{R}{R}{R}.

2/1

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunspine Lynx {2}{R}{R}

Creature -- Elemental Cat

Players can't gain life.
Damage can't be prevented.
When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Vibrance {3}{R/G}{R/G}

Creature -- Elemental Incarnation

When this creature enters, if {R}{R} was spent to cast it, this creature deals 3 damage to any target.
When this creature enters, if {G}{G} was spent to cast it, search your library for a land card, reveal it, put it into your hand, then shuffle.
You gain 2 life.
Evoke {R/G}{R/G}

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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You gain 2 life.
Evoke {R/G}{R/G}

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burst Lightning {R}

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burst Lightning {R}

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kindle the Inner Flame {3}{R}

Kindred Sorcery -- Elemental

Create a token that's a copy of target creature you control, except it has haste and "At the beginning of the end step, sacrifice this token."
Flashback--{1}{R}, Behold three Elementals. (You may cast this card from your graveyard for its flashback cost. Then exile it. To behold an Elemental, choose an Elemental you control or reveal an Elemental card from your hand.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - RichardW00d - Standard (Bock auf Schock!?) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Kindle the Inner Flame 3R

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Flashback--{1}{R}, Behold three Elementals. (You may cast this card from your graveyard for its flashback cost. Then exile it. To behold an Elemental, choose an Elemental you control or reveal an Elemental card from your hand.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magebane Lizard 1R

Creature -- Lizard

Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.

[sideboard]

1/4

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[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sear 1R

Instant

Sear deals 4 damage to target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern 1

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern 1

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - RichardW00d - Standard (Bock auf Schock!?) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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Torch the Tower ®

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

[sideboard]

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Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
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