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| <b>Ball Lightning</b> (R)(R)(R)<br>Creature -- Elemental<br>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)<br>Haste (This creature can attack and {T} as soon as it comes under your control.)<br>At the beginning of the end step, sacrifice this creature.<br><div>6/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Ball Lightning</b> (R)(R)(R)<br>Creature -- Elemental<br>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)<br>Haste (This creature can attack and {T} as soon as it comes under your control.)<br>At the beginning of the end step, sacrifice this creature.<br><div>6/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Ball Lightning</b> (R)(R)(R)<br>Creature -- Elemental<br>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)<br>Haste (This creature can attack and {T} as soon as it comes under your control.)<br>At the beginning of the end step, sacrifice this creature.<br><div>6/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Ball Lightning</b> (R)(R)(R)<br>Creature -- Elemental<br>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)<br>Haste (This creature can attack and {T} as soon as it comes under your control.)<br>At the beginning of the end step, sacrifice this creature.<br><div>6/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Barbarian Ring</b><br>Land<br>{T}: Add {R}. This land deals 1 damage to you.<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                | <b>Barbarian Ring</b><br>Land<br>{T}: Add {R}. This land deals 1 damage to you.<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                | <b>Cursed Scroll</b> (1)<br>Artifact<br>{3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                 | <b>Cursed Scroll</b> (1)<br>Artifact<br>{3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                 |

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{3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target.

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④ R R

You may sacrifice two Mountains rather than pay this spell's mana cost.  
Fireblast deals 4 damage to any target.

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4 R R

You may sacrifice two Mountains rather than pay this spell's mana cost.  
Fireblast deals 4 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 R R

You may sacrifice two Mountains rather than pay this spell's mana cost.  
Fireblast deals 4 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 R R

You may sacrifice two Mountains rather than pay this spell's mana cost.  
Fireblast deals 4 damage to any target.

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{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.

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{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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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| <b>Grim Lavamancer</b> <span>(R)</span><br>Creature -- Human Wizard<br>{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Incinerate</b> <span>(1)(R)</span><br>Instant<br>Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Incinerate</b> <span>(1)(R)</span><br>Instant<br>Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Incinerate</b> <span>(1)(R)</span><br>Instant<br>Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Incinerate</b> <span>(1)(R)</span><br>Instant<br>Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                    | <b>Jackal Pup</b> <span>(R)</span><br>Creature -- Jackal<br>Whenever this creature is dealt damage, it deals that much damage to you.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev          | <b>Jackal Pup</b> <span>(R)</span><br>Creature -- Jackal<br>Whenever this creature is dealt damage, it deals that much damage to you.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev          | <b>Jackal Pup</b> <span>(R)</span><br>Creature -- Jackal<br>Whenever this creature is dealt damage, it deals that much damage to you.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev          |

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| <div><div>Jackal Pup</div><div>Ⓜ</div></div> <div><div>Creature -- Jackal</div><div>Whenever this creature is dealt damage, it deals that much damage to you.</div></div> <div><div>2/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Lightning Bolt</div><div>Ⓜ</div></div> <div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                 | <div><div>Lightning Bolt</div><div>Ⓜ</div></div> <div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                 | <div><div>Lightning Bolt</div><div>Ⓜ</div></div> <div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                 |
| <div><div>Lightning Bolt</div><div>Ⓜ</div></div> <div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                               | <div><div>Mogg Fanatic</div><div>Ⓜ</div></div> <div><div>Creature -- Goblin</div><div>Sacrifice this creature: It deals 1 damage to any target.</div></div> <div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Mogg Fanatic</div><div>Ⓜ</div></div> <div><div>Creature -- Goblin</div><div>Sacrifice this creature: It deals 1 damage to any target.</div></div> <div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Mogg Fanatic</div><div>Ⓜ</div></div> <div><div>Creature -- Goblin</div><div>Sacrifice this creature: It deals 1 damage to any target.</div></div> <div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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Sacrifice this creature: It deals 1 damage to any target.

1/1

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Basic Land -- Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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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| <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>Price of Progress</div><div>Instant</div><div>Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Seal of Fire</div><div>Enchantment</div><div>Sacrifice this enchantment: It deals 2 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Seal of Fire</div><div>Enchantment</div><div>Sacrifice this enchantment: It deals 2 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Seal of Fire</div><div>R</div></div> <div>Enchantment</div> <div>Sacrifice this enchantment: It deals 2 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Seal of Fire</div><div>R</div></div> <div>Enchantment</div> <div>Sacrifice this enchantment: It deals 2 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Volcanic Hammer</div><div>1R</div></div> <div>Sorcery</div> <div>Volcanic Hammer deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>       | <div><div>Volcanic Hammer</div><div>1R</div></div> <div>Sorcery</div> <div>Volcanic Hammer deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>       |
| <div><div>Wasteland</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>          | <div><div>Wasteland</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>          | <div><div>Wasteland</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Wasteland</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                         |
| <div><div>Anarchy</div><div>Sorcery</div><div>Destroy all white permanents.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                       | <div><div>Anarchy</div><div>Sorcery</div><div>Destroy all white permanents.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                       | <div><div>Earthquake</div><div>Sorcery</div><div>Earthquake deals X damage to each creature without flying and each player.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div>Mogg Salvage</div><div>Instant</div><div>If an opponent controls an Island and you control a Mountain, you may cast this spell without paying its mana cost.</div><div>Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Mogg Salvage</div><div>2R</div></div><div><div>Instant</div><div>If an opponent controls an Island and you control a Mountain, you may cast this spell without paying its mana cost.<br/>Destroy target artifact.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mogg Salvage</div><div>2R</div></div><div><div>Instant</div><div>If an opponent controls an Island and you control a Mountain, you may cast this spell without paying its mana cost.<br/>Destroy target artifact.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Phyrexian Furnace</div><div>1</div></div><div><div>Artifact</div><div>{T}: Exile the bottom card of target player's graveyard.<br/>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pyrokinesis</div><div>4RR</div></div><div><div>Instant</div><div>You may exile a red card from your hand rather than pay this spell's mana cost.<br/>Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Red Elemental Blast</div><div>R</div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                        | <div><div><div>Red Elemental Blast</div><div>R</div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                        | <div><div><div>Red Elemental Blast</div><div>R</div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                        | <div><div><div>Sulfuric Vortex</div><div>1RR</div></div><div><div>Enchantment</div><div>At the beginning of each player's upkeep, this enchantment deals 2 damage to that player.<br/>If a player would gain life, that player gains no life instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>      |

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| <div> <div>Sulfuric Vortex</div> <div> <div>1</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Enchantment</div> <div> <p>At the beginning of each player's upkeep, this enchantment deals 2 damage to that player.<br/>If a player would gain life, that player gains no life instead.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Urza's Rage</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Kicker {8}{R} (You may pay an additional {8}{R} as you cast this spell.)<br/>This spell can't be countered.<br/>Urza's Rage deals 3 damage to any target. If this spell was kicked, instead it deals 10 damage to that permanent or player and the damage can't be prevented.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Urza's Rage</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Kicker {8}{R} (You may pay an additional {8}{R} as you cast this spell.)<br/>This spell can't be countered.<br/>Urza's Rage deals 3 damage to any target. If this spell was kicked, instead it deals 10 damage to that permanent or player and the damage can't be prevented.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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