

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
Bulk Up (1)(R) Instant Double target creature's power until end of turn. Flashback {4}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bulk Up (1)(R) Instant Double target creature's power until end of turn. Flashback {4}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

Equipped creature gets +3/+2.
Whenever equipped creature deals combat damage to a player, draw a card, then you may cast a spell from your hand with mana value less than or equal to that damage without paying its mana cost.
Equip {2}

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Equip {2}

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®

Haste
When this creature dies, exile the top card of your library. You may play it until the end of your next turn.

1/1

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Haste
When this creature dies, exile the top card of your library. You may play it until the end of your next turn.

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Haste
When this creature dies, exile the top card of your library. You may play it until the end of your next turn.

1/1

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2 R R

Whenever another creature you control enters, it gets +2/+0 and gains haste until end of turn. When Enduring Courage dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

3/3

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3/3

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①②

Indestructible, haste
Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
{1}, {T}: Target creature with power 2 or less can't be blocked this turn.
Hazoret can't attack or block unless you have max speed.

5/3

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)

Max speed -- Sacrifice this enchantment: Creatures and Vehicles you control gain haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)

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enchantment: Creatures and Vehicles
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turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R W

First strike, trample, lifelink
Stagger -- Whenever Lightning deals combat damage to a player, until your next turn, if a source would deal damage to that player or a permanent that player controls, it deals double that damage instead.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R W

First strike, trample, lifelink
Stagger -- Whenever Lightning deals combat damage to a player, until your next turn, if a source would deal damage to that player or a permanent that player controls, it deals double that damage instead.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Lightning Strike deals 3 damage to any target.

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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
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Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Screaming Nemesis (2)(R) Creature -- Spirit Haste Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Screaming Nemesis (2)(R) Creature -- Spirit Haste Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Screaming Nemesis 2R Creature -- Spirit Haste Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Screaming Nemesis 2R Creature -- Spirit Haste Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Self-Destruct 1R Instant Target creature you control deals X damage to any other target and X damage to itself, where X is its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Self-Destruct 1R Instant Target creature you control deals X damage to any other target and X damage to itself, where X is its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Callous Sell-Sword 1B Creature -- Human Soldier This creature enters with a +1/+1 counter on it for each creature that died under your control this turn. [sideboard] 2/2 ----- ADVENTURE ----- Burn Together R Sorcery -- Adventure Target creature you control deals damage equal to its power to any other target. Then sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Callous Sell-Sword 1B Creature -- Human Soldier This creature enters with a +1/+1 counter on it for each creature that died under your control this turn. [sideboard] 2/2 ----- ADVENTURE ----- Burn Together R Sorcery -- Adventure Target creature you control deals damage equal to its power to any other target. Then sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Callous Sell-Sword 1B Creature -- Human Soldier This creature enters with a +1/+1 counter on it for each creature that died under your control this turn. [sideboard] 2/2 ----- ADVENTURE ----- Burn Together R Sorcery -- Adventure Target creature you control deals damage equal to its power to any other target. Then sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Callous Sell-Sword 1B Creature -- Human Soldier This creature enters with a +1/+1 counter on it for each creature that died under your control this turn. [sideboard] 2/2 ----- ADVENTURE ----- Burn Together R Sorcery -- Adventure Target creature you control deals damage equal to its power to any other target. Then sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunspine Lynx2RR 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. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunspine Lynx2RR 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. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Take for a Ride2R Sorcery Take for a Ride has flash as long as you've committed a crime this turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Take for a Ride2R Sorcery Take for a Ride has flash as long as you've committed a crime this turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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