

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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonfire of the Damned (X)(X)(R) Sorcery Bonfire of the Damned deals X damage to target player or planeswalker and each creature that player or that planeswalker's controller controls. Miracle {X}{R} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Borderland Marauder (1)(R) Creature -- Human Warrior Whenever this creature attacks, it gets +2/+0 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Borderland Marauder (1)(R) Creature -- Human Warrior Whenever this creature attacks, it gets +2/+0 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Borderland Marauder (1)(R) Creature -- Human Warrior Whenever this creature attacks, it gets +2/+0 until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chandra, Pyromaster (2)(R)(R) Legendary Planeswalker -- Chandra [+1]: Chandra deals 1 damage to target player or planeswalker and 1 damage to up to one target creature that player or that planeswalker's controller controls. That creature can't block this turn. [0]: Exile the top card of your library. You may play it this turn. [-7]: Exile the top ten cards of your library. Choose an instant or sorcery card exiled this way and copy it three times. You may cast the copies without paying their mana costs. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Firebolt (R) Sorcery Firebolt deals 2 damage to any target. Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Firebolt Sorcery Firebolt deals 2 damage to any target. Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Firebolt Sorcery Firebolt deals 2 damage to any target. Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Firebolt Sorcery Firebolt deals 2 damage to any target. Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flametongue Kavu Creature -- Kavu When this creature enters, it deals 4 damage to target creature. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Frenzied Goblin Creature -- Goblin Berserker Whenever this creature attacks, you may pay {R}. If you do, target creature can't block this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Frenzied Goblin Creature -- Goblin Berserker Whenever this creature attacks, you may pay {R}. If you do, target creature can't block this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Frenzied Goblin Creature -- Goblin Berserker Whenever this creature attacks, you may pay {R}. If you do, target creature can't block this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Frenzied Goblin Creature -- Goblin Berserker Whenever this creature attacks, you may pay {R}. If you do, target creature can't block this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Rabblemaster 2R Creature -- Goblin Warrior Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Rabblemaster 2R Creature -- Goblin Warrior Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Rabblemaster 2R Creature -- Goblin Warrior Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Rabblemaster 2R Creature -- Goblin Warrior Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lightning Mauler 1R Creature -- Human Berserker Soulbond (You may pair this creature with another unpaired creature when either enters. They remain paired for as long as you control both of them.) As long as this creature is paired with another creature, both creatures have haste. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Mauler 1R Creature -- Human Berserker Soulbond (You may pair this creature with another unpaired creature when either enters. They remain paired for as long as you control both of them.) As long as this creature is paired with another creature, both creatures have haste. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Mauler 1R Creature -- Human Berserker Soulbond (You may pair this creature with another unpaired creature when either enters. They remain paired for as long as you control both of them.) As long as this creature is paired with another creature, both creatures have haste. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Strike 1R Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lightning Strike 1 R Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Strike 1 R Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Strike 1 R Instant Lightning Strike 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 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	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

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
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

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
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	Phyrexian Revoker² Artifact Creature -- Phyrexian Horror As this creature enters, choose a nonland card name. Activated abilities of sources with the chosen name can't be activated. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Phyrexian Revoker 2 Artifact Creature -- Phyrexian Horror As this creature enters, choose a nonland card name. Activated abilities of sources with the chosen name can't be activated. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stoke the Flames 2RR Instant 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.) Stoke the Flames deals 4 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stoke the Flames 2RR Instant 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.) Stoke the Flames deals 4 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stoke the Flames 2RR Instant 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.) Stoke the Flames deals 4 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Stoke the Flames 2RR Instant 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.) Stoke the Flames deals 4 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Umezawa's Jitte 2 Legendary Artifact -- Equipment Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one -- * Equipped creature gets +2/+2 until end of turn. * Target creature gets -1/-1 until end of turn. * You gain 2 life. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Umezawa's Jitte 2 Legendary Artifact -- Equipment Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one -- * Equipped creature gets +2/+2 until end of turn. * Target creature gets -1/-1 until end of turn. * You gain 2 life. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Umezawa's Jitte 2 Legendary Artifact -- Equipment Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one -- * Equipped creature gets +2/+2 until end of turn. * Target creature gets -1/-1 until end of turn. * You gain 2 life. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Vexing Devil Ⓜ Creature -- Devil When this creature enters, any opponent may have it deal 4 damage to them. If a player does, sacrifice this creature. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vexing Devil Ⓜ Creature -- Devil When this creature enters, any opponent may have it deal 4 damage to them. If a player does, sacrifice this creature. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vexing Devil Ⓜ Creature -- Devil When this creature enters, any opponent may have it deal 4 damage to them. If a player does, sacrifice this creature. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vexing Devil Ⓜ Creature -- Devil When this creature enters, any opponent may have it deal 4 damage to them. If a player does, sacrifice this creature. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Chandra, Pyromaster 2ⓂⓂ Legendary Planeswalker -- Chandra [+1]: Chandra deals 1 damage to target player or planeswalker and 1 damage to up to one target creature that player or that planeswalker's controller controls. That creature can't block this turn. [0]: Exile the top card of your library. You may play it this turn. [-7]: Exile the top ten cards of your library. Choose an instant or sorcery card exiled this way and copy it three times. You may cast the copies without paying their mana costs. [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chandra, Pyromaster 2ⓂⓂ Legendary Planeswalker -- Chandra [+1]: Chandra deals 1 damage to target player or planeswalker and 1 damage to up to one target creature that player or that planeswalker's controller controls. That creature can't block this turn. [0]: Exile the top card of your library. You may play it this turn. [-7]: Exile the top ten cards of your library. Choose an instant or sorcery card exiled this way and copy it three times. You may cast the copies without paying their mana costs. [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circle of Flame 1Ⓜ Enchantment Whenever a creature without flying attacks you or a planeswalker you control, this enchantment deals 1 damage to that creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circle of Flame 1Ⓜ Enchantment Whenever a creature without flying attacks you or a planeswalker you control, this enchantment deals 1 damage to that creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Circle of Flame (1)(R) Enchantment Whenever a creature without flying attacks you or a planeswalker you control, this enchantment deals 1 damage to that creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flames of the Blood Hand (2)(R) Instant Flames of the Blood Hand deals 4 damage to target player or planeswalker. The damage can't be prevented. If that player or that planeswalker's controller would gain life this turn, that player gains no life instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flames of the Blood Hand (2)(R) Instant Flames of the Blood Hand deals 4 damage to target player or planeswalker. The damage can't be prevented. If that player or that planeswalker's controller would gain life this turn, that player gains no life instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flames of the Blood Hand (2)(R) Instant Flames of the Blood Hand deals 4 damage to target player or planeswalker. The damage can't be prevented. If that player or that planeswalker's controller would gain life this turn, that player gains no life instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Flames of the Blood Hand (2)(R) Instant Flames of the Blood Hand deals 4 damage to target player or planeswalker. The damage can't be prevented. If that player or that planeswalker's controller would gain life this turn, that player gains no life instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pillar of Flame (R) Sorcery Pillar of Flame deals 2 damage to any target. If a creature dealt damage this way would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pillar of Flame (R) Sorcery Pillar of Flame deals 2 damage to any target. If a creature dealt damage this way would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch Fiend (1)(R) Creature -- Devil {R}, Sacrifice this creature: Destroy target artifact. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torch Fiend 1R Creature -- Devil {R}, Sacrifice this creature: Destroy target artifact. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Torch Fiend 1R Creature -- Devil {R}, Sacrifice this creature: Destroy target artifact. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Torch Fiend 1R Creature -- Devil {R}, Sacrifice this creature: Destroy target artifact. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
---	---	---	--