

Boltwave R Sorcery Boltwave deals 3 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boltwave R Sorcery Boltwave deals 3 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boros Charm R W Instant Choose one -- * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boros Charm R W Instant Choose one -- * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Boros Charm R W Instant Choose one -- * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boros Charm R W Instant Choose one -- * Boros Charm deals 4 damage to target player or planeswalker. * Permanents you control gain indestructible until end of turn. * Target creature gains double strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Guide R Creature -- Goblin Scout Haste Whenever this creature attacks, defending player reveals the top card of their library. If it's a land card, that player puts it into their hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Guide R Creature -- Goblin Scout Haste Whenever this creature attacks, defending player reveals the top card of their library. If it's a land card, that player puts it into their hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

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Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {R} or {W}.

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Sorcery -- Arcane

Lava Spike deals 3 damage to target player or planeswalker.

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Lightning Bolt deals 3 damage to any target.

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(R) (W)

Lightning Helix deals 3 damage to any target and you gain 3 life.

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Lightning Helix deals 3 damage to any target and you gain 3 life.

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sheet 3/10 - 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.

Lightning Helix R W Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Helix R W Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monastery Swiftspear R Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/2	Monastery Swiftspear R Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/2
Monastery Swiftspear R Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/2	Monastery Swiftspear R Creature -- Human Monk Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/2	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	Rift Bolt Sorcery Rift Bolt deals 3 damage to any target. Suspend 1--[R] (Rather than cast this card from your hand, you may pay [R] and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rift Bolt Sorcery Rift Bolt deals 3 damage to any target. Suspend 1--[R] (Rather than cast this card from your hand, you may pay [R] and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rift Bolt Sorcery Rift Bolt deals 3 damage to any target. Suspend 1--[R] (Rather than cast this card from your hand, you may pay [R] and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rift Bolt Sorcery Rift Bolt deals 3 damage to any target. Suspend 1--[R] (Rather than cast this card from your hand, you may pay [R] and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roiling Vortex Enchantment At the beginning of each player's upkeep, this enchantment deals 1 damage to them. Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player. [R]: Your opponents can't gain life this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roiling Vortex Enchantment At the beginning of each player's upkeep, this enchantment deals 1 damage to them. Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player. [R]: Your opponents can't gain life this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roiling Vortex Enchantment At the beginning of each player's upkeep, this enchantment deals 1 damage to them. Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player. [R]: Your opponents can't gain life this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Searing Blaze Instant Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls. Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Searing Blaze Instant Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls. Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Searing Blaze Instant Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls. Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Searing Blaze Instant Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls. Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Skullcrack 1R Instant Players can't gain life this turn. Damage can't be prevented this turn. Skullcrack deals 3 damage to target player or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skullcrack 1R Instant Players can't gain life this turn. Damage can't be prevented this turn. Skullcrack deals 3 damage to target player or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skullcrack 1R Instant Players can't gain life this turn. Damage can't be prevented this turn. Skullcrack deals 3 damage to target player or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skullcrack 1R Instant Players can't gain life this turn. Damage can't be prevented this turn. Skullcrack deals 3 damage to target player or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sunbaked Canyon Land {T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunbaked Canyon Land {T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunbaked Canyon Land {T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunbaked Canyon Land {T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Deflecting Palm Instant The next time a source of your choice would deal damage to you this turn, prevent that damage. If damage is prevented this way, Deflecting Palm deals that much damage to that source's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deflecting Palm Instant The next time a source of your choice would deal damage to you this turn, prevent that damage. If damage is prevented this way, Deflecting Palm deals that much damage to that source's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exquisite Firecraft Sorcery Exquisite Firecraft deals 4 damage to any target. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, this spell can't be countered. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exquisite Firecraft Sorcery Exquisite Firecraft deals 4 damage to any target. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, this spell can't be countered. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Leyline of Combustion (2)(R)(R) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you and/or at least one permanent you control becomes the target of a spell or ability an opponent controls, this enchantment deals 2 damage to that player. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of Combustion (2)(R)(R) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you and/or at least one permanent you control becomes the target of a spell or ability an opponent controls, this enchantment deals 2 damage to that player. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path to Exile (W) Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path to Exile (W) Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sanctifier en-Vec (W)(W) Creature -- Human Cleric Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctifier en-Vec (W)(W) Creature -- Human Cleric Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smash to Smithereens (1)(R) Instant Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smash to Smithereens (1)(R) Instant Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smash to Smithereens 1R Instant Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	
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