

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

®

Sorcery

Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay $\{R\}\{R\}$. If the player does, they may copy this spell and may choose a new target for that copy.

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Enchantment Creature -- Spirit

Whenever a player casts a spell with mana value 3 or less, this creature deals 2 damage to that player.

2/2

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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.

sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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①RRR

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.

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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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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
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2/2

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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.

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

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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.

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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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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Haste
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/2

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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>
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<div><div>Rift Bolt2R</div><div>Sorcery</div><div>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.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Rift Bolt2R</div><div>Sorcery</div><div>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.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Rift Bolt2R</div><div>Sorcery</div><div>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.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Rift Bolt2R</div><div>Sorcery</div><div>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.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Pyrostatic Pillar</div><div>①②</div></div><div>Enchantment</div><div>Whenever a player casts a spell with mana value 3 or less, this enchantment deals 2 damage to that player.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Pyrostatic Pillar</div><div>①②</div></div><div>Enchantment</div><div>Whenever a player casts a spell with mana value 3 or less, this enchantment deals 2 damage to that player.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Searing Blaze</div><div>②②</div></div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Searing Blood</div><div>②②</div></div><div>Instant</div><div>Searing Blood deals 2 damage to target creature. When that creature dies this turn, Searing Blood deals 3 damage to the creature's controller.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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