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| <b>Ball Lightning</b> <span>(R)(R)(R)</span><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> <span>(R)(R)(R)</span><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> <span>(R)(R)(R)</span><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> <span>(R)(R)(R)</span><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>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>Bloodstained Mire</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                        |

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| <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Cursed Scroll</b><div>1</div></div><div>Artifact</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><b>Cursed Scroll</b><div>1</div></div><div>Artifact</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Cursed Scroll</b><div>1</div></div><div>Artifact</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Fireblast</b><div>4RR</div></div><div>Instant</div><div>You may sacrifice two Mountains rather than pay this spell's mana cost. Fireblast deals 4 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div><b>Fireblast</b><div>4RR</div></div><div>Instant</div><div>You may sacrifice two Mountains rather than pay this spell's mana cost. Fireblast deals 4 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             |

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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Whenever this creature blocks or becomes blocked, target opponent gains control of it. (This removes this creature from combat.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Whenever this creature blocks or becomes blocked, target opponent gains control of it. (This removes this creature from combat.)

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

1/1

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| <div><div><div>Incinerate</div><div>1R</div></div><div>Instant</div><div>Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Incinerate</div><div>1R</div></div><div>Instant</div><div>Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Incinerate</div><div>1R</div></div><div>Instant</div><div>Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Incinerate</div><div>1R</div></div><div>Instant</div><div>Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Jackal Pup</div><div>R</div></div><div>Creature -- Jackal</div><div>Whenever this creature is dealt damage, it deals that much damage to you.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         | <div><div><div>Jackal Pup</div><div>R</div></div><div>Creature -- Jackal</div><div>Whenever this creature is dealt damage, it deals that much damage to you.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         | <div><div><div>Jackal Pup</div><div>R</div></div><div>Creature -- Jackal</div><div>Whenever this creature is dealt damage, it deals that much damage to you.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         | <div><div><div>Jackal Pup</div><div>R</div></div><div>Creature -- Jackal</div><div>Whenever this creature is dealt damage, it deals that much damage to you.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         |

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| <div> <div>Lava Dart</div> <div>Instant</div> <div> <p>Lava Dart deals 1 damage to any target.</p> <p>Flashback--Sacrifice a Mountain. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Lightning Bolt</div> <div>Instant</div> <div> <p>Lightning Bolt deals 3 damage to any target.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                       | <div> <div>Lightning Bolt</div> <div>Instant</div> <div> <p>Lightning Bolt deals 3 damage to any target.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                       | <div> <div>Lightning Bolt</div> <div>Instant</div> <div> <p>Lightning Bolt deals 3 damage to any target.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      |
| <div> <div>Lightning Bolt</div> <div>Instant</div> <div> <p>Lightning Bolt deals 3 damage to any target.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                   | <div> <div>Mishra's Factory</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</p> <p>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Mishra's Factory</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</p> <p>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Mogg Fanatic</div> <div>Creature -- Goblin</div> <div> <p>Sacrifice this creature: It deals 1 damage to any target.</p> </div> <div>1/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land - - Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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| <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>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> | <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> | <div><div><div>Sulfuric Vortex</div><div>Enchantment</div><div>At the beginning of each player's upkeep, this enchantment deals 2 damage to that player. If a player would gain life, that player gains no life instead.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <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>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>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>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>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>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>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>Flame Rift</div> <div>Sorcery</div> <div>Flame Rift deals 4 damage to each player.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                       |



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| <div><div>Flame Rift</div><div>1R</div><div>Sorcery</div><div>Flame Rift deals 4 damage to each player.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                       | <div><div>Flaring Pain</div><div>1R</div><div>Instant</div><div>Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mogg Salvage</div><div>2R</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. Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Overload</div><div>R</div><div>Instant</div><div>Kicker {2} (You may pay an additional {2} as you cast this spell.) Destroy target artifact if its mana value is 2 or less. If this spell was kicked, destroy that artifact if its mana value is 5 or less instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Overload</div><div>R</div><div>Instant</div><div>Kicker {2} (You may pay an additional {2} as you cast this spell.) Destroy target artifact if its mana value is 2 or less. If this spell was kicked, destroy that artifact if its mana value is 5 or less instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pyroblast</div><div>R</div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Pyroblast</div><div>R</div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div>Pyroblast</div><div>R</div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                               |

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Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
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④ R R

You may exile a red card from your hand rather than pay this spell's mana cost. Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

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4 R R

You may exile a red card from your hand rather than pay this spell's mana cost. Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

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