

®

Menace  
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.)  
{2}: This creature gets +1/+0 until end of turn.  
Max speed -- This creature has double strike.

1/1

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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.

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| <div><div>Emberheart Challenger</div><div>1R</div></div> <div>Creature -- Mouse Warrior</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Emberheart Challenger</div><div>1R</div></div> <div>Creature -- Mouse Warrior</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Emberheart Challenger</div><div>1R</div></div> <div>Creature -- Mouse Warrior</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Emberheart Challenger</div><div>1R</div></div> <div>Creature -- Mouse Warrior</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Full Bore</div><div>R</div></div> <div>Instant</div> <div>Target creature you control gets +3/+2 until end of turn. If that creature was cast for its warp cost, it also gains trample and haste until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                    | <div><div>Full Bore</div><div>R</div></div> <div>Instant</div> <div>Target creature you control gets +3/+2 until end of turn. If that creature was cast for its warp cost, it also gains trample and haste until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                    | <div><div>Full Bore</div><div>R</div></div> <div>Instant</div> <div>Target creature you control gets +3/+2 until end of turn. If that creature was cast for its warp cost, it also gains trample and haste until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                    | <div><div>Full Bore</div><div>R</div></div> <div>Instant</div> <div>Target creature you control gets +3/+2 until end of turn. If that creature was cast for its warp cost, it also gains trample and haste until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                    |

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| <div> <div>Hired Claw</div> <div> <div> <div></div> <div>R</div> </div> </div> </div> <div> <div>Creature -- Lizard Mercenary</div> <div> Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br/> {1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn. </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                       | <div> <div>Hired Claw</div> <div> <div> <div></div> <div>R</div> </div> </div> </div> <div> <div>Creature -- Lizard Mercenary</div> <div> Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br/> {1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn. </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Hired Claw</div> <div> <div> <div></div> <div>R</div> </div> </div> </div> <div> <div>Creature -- Lizard Mercenary</div> <div> Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br/> {1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn. </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Hired Claw</div> <div> <div> <div></div> <div>R</div> </div> </div> </div> <div> <div>Creature -- Lizard Mercenary</div> <div> Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br/> {1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn. </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
| <div> <div>Kellan, Planar Trailblazer</div> <div> <div> <div></div> <div>R</div> </div> </div> </div> <div> <div> <div>Legendary Creature -- Human Faerie Scout</div> <div> {1}{R}: If Kellan is a Scout, it becomes a Human Faerie Detective and gains "Whenever Kellan deals combat damage to a player, exile the top card of your library. You may play that card this turn."<br/> {2}{R}: If Kellan is a Detective, it becomes a 3/2 Human Faerie Rogue and gains double strike. </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div>Lightning Strike</div> <div> <div> <div></div> <div>1</div> <div>R</div> </div> </div> </div> <div> <div>Instant</div> <div> Lightning Strike deals 3 damage to any target. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                               | <div> <div>Lightning Strike</div> <div> <div> <div></div> <div>1</div> <div>R</div> </div> </div> </div> <div> <div>Instant</div> <div> Lightning Strike deals 3 damage to any target. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                               | <div> <div>Lightning Strike</div> <div> <div> <div></div> <div>1</div> <div>R</div> </div> </div> </div> <div> <div>Instant</div> <div> Lightning Strike deals 3 damage to any target. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                               |

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| <div><div><div>Lightning Strike</div><div>①R</div></div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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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><div>Ojer Axonil, Deepest Might</div><div><div>2</div><div>R</div><div>R</div></div></div><div><div>Legendary Creature -- God</div><div>Trample<br/>If a red source you control would deal an amount of noncombat damage less than Ojer Axonil's power to an opponent, that source deals damage equal to Ojer Axonil's power instead.<br/>When Ojer Axonil dies, return it to the battlefield tapped and transformed under its owner's control.</div><div>4/4</div></div><div><div>----- BACK FACE -----</div><div>Temple of Power</div><div>Land</div><div>(Transforms from Ojer Axonil, Deepest Might.)<br/>{T}: Add {R}.<br/>{2}{R}, {T}: Transform this land.<br/>Activate only if red sources you controlled dealt 4 or more noncombat damage this turn and only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Razorkin Needlehead</div><div><div>R</div><div>R</div></div></div><div><div>Creature -- Human Assassin</div><div>This creature has first strike during your turn.<br/>Whenever an opponent draws a card, this creature deals 1 damage to them.</div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Razorkin Needlehead</div><div><div>R</div><div>R</div></div></div><div><div>Creature -- Human Assassin</div><div>This creature has first strike during your turn.<br/>Whenever an opponent draws a card, this creature deals 1 damage to them.</div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Razorkin Needlehead</div><div><div>R</div><div>R</div></div></div><div><div>Creature -- Human Assassin</div><div>This creature has first strike during your turn.<br/>Whenever an opponent draws a card, this creature deals 1 damage to them.</div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Razorkin Needlehead</div><div><div>R</div><div>R</div></div></div><div><div>Creature -- Human Assassin</div><div>This creature has first strike during your turn.<br/>Whenever an opponent draws a card, this creature deals 1 damage to them.</div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | <div><div><div>Rockface Village</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R}. Spend this mana only to cast a creature spell.<br/>{R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>    | <div><div><div>Rockface Village</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R}. Spend this mana only to cast a creature spell.<br/>{R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>    | <div><div><div>Rockface Village</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R}. Spend this mana only to cast a creature spell.<br/>{R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>    |



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| <div> <b>Obliterating Bolt</b> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                 | <div> <b>Obliterating Bolt</b> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                 | <div> <b>Ruinous Rampage</b> <div> <div>1</div> <div>R</div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Choose one --<br/> * Ruinous Rampage deals 3 damage to each opponent.<br/> * Exile all artifacts with mana value 3 or less.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                     | <div> <b>Ruinous Rampage</b> <div> <div>1</div> <div>R</div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Choose one --<br/> * Ruinous Rampage deals 3 damage to each opponent.<br/> * Exile all artifacts with mana value 3 or less.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                     |
| <div> <b>Soul-Guide Lantern</b> <div> <div>1</div> </div> </div> <div>Artifact</div> <div>When this artifact enters, exile target card from a graveyard.<br/> {T}, Sacrifice this artifact: Exile each opponent's graveyard.<br/> {1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Soul-Guide Lantern</b> <div> <div>1</div> </div> </div> <div>Artifact</div> <div>When this artifact enters, exile target card from a graveyard.<br/> {T}, Sacrifice this artifact: Exile each opponent's graveyard.<br/> {1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Sunspine Lynx</b> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div>Creature -- Elemental Cat</div> <div>Players can't gain life.<br/> Damage can't be prevented.<br/> When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.</div> <div>[sideboard]</div> <div> <div>5/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Sunspine Lynx</b> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div>Creature -- Elemental Cat</div> <div>Players can't gain life.<br/> Damage can't be prevented.<br/> When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.</div> <div>[sideboard]</div> <div> <div>5/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <div>Torpor Orb</div> <div>2</div> </div> <div>Artifact</div> <div>Creatures entering don't cause abilities to trigger.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Torpor Orb</div> <div>2</div> </div> <div>Artifact</div> <div>Creatures entering don't cause abilities to trigger.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Twisted Fealty</div> <div>2R</div> </div> <div>Sorcery</div> <div>Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.</div> <div>Create a Wicked Role token attached to up to one target creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |  |
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