

## Burst Lightning

®

Instant

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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## Copperline Gorge

Land

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

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| <div><div><div>Cori-Steel Cutter</div><div>1R</div></div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+1 and has trample and haste.<br/>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)<br/>Equip {1}{R}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cori-Steel Cutter</div><div>1R</div></div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+1 and has trample and haste.<br/>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)<br/>Equip {1}{R}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cori-Steel Cutter</div><div>1R</div></div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+1 and has trample and haste.<br/>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)<br/>Equip {1}{R}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div><div>Cori-Steel Cutter</div><div>1R</div></div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+1 and has trample and haste.<br/>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)<br/>Equip {1}{R}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     |
| <div><div><div>Dreadmaw's Ire</div><div>R</div></div><div>Instant</div><div>Until end of turn, target attacking creature gets +2/+2 and gains trample and "Whenever this creature deals combat damage to a player, destroy target artifact that player controls."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              | <div><div><div>Dreadmaw's Ire</div><div>R</div></div><div>Instant</div><div>Until end of turn, target attacking creature gets +2/+2 and gains trample and "Whenever this creature deals combat damage to a player, destroy target artifact that player controls."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              | <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><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> |

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| <b>Emberheart Challenger</b> (1)(R)<br>Creature -- Mouse Warrior<br>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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Emberheart Challenger</b> (1)(R)<br>Creature -- Mouse Warrior<br>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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Heartfire Hero</b> (R)<br>Creature -- Mouse Soldier<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br>When this creature dies, it deals damage equal to its power to each opponent.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Heartfire Hero</b> (R)<br>Creature -- Mouse Soldier<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br>When this creature dies, it deals damage equal to its power to each opponent.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Heartfire Hero</b> (R)<br>Creature -- Mouse Soldier<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br>When this creature dies, it deals damage equal to its power to each opponent.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                       | <b>Heartfire Hero</b> (R)<br>Creature -- Mouse Soldier<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br>When this creature dies, it deals damage equal to its power to each opponent.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                       | <b>Karplusan Forest</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {R} or {G}. This land deals 1 damage to you.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                  | <b>Karplusan Forest</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {R} or {G}. This land deals 1 damage to you.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                  |

Land

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{T}: Add {C}.  
{T}: Add {R} or {G}. This land deals  
1 damage to you.

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| Land                                                  |
|-------------------------------------------------------|
| {T}: Add {C}.                                         |
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**Creature -- Mouse Soldier**

---

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)

At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn.

1/2

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Creature -- Human Monk

---

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

1/2

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Creature -- Human Monk

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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>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>                                                                                                                                                                                                                                                                                                          | <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>Questing Druid1G</div><div>Creature -- Human Druid</div><div>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</div><div>1/1</div><div>-----ADVENTURE-----</div><div>Seek the Beast1R</div><div>Instant -- Adventure</div><div>Exile the top two cards of your library. Until your next end step, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Questing Druid1G</div><div>Creature -- Human Druid</div><div>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</div><div>1/1</div><div>-----ADVENTURE-----</div><div>Seek the Beast1R</div><div>Instant -- Adventure</div><div>Exile the top two cards of your library. Until your next end step, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Questing Druid1G</div><div>Creature -- Human Druid</div><div>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</div><div>1/1</div><div>-----ADVENTURE-----</div><div>Seek the Beast1R</div><div>Instant -- Adventure</div><div>Exile the top two cards of your library. Until your next end step, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Questing Druid1G</div><div>Creature -- Human Druid</div><div>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</div><div>1/1</div><div>-----ADVENTURE-----</div><div>Seek the Beast1R</div><div>Instant -- Adventure</div><div>Exile the top two cards of your library. Until your next end step, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Rockface Village</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R}. Spend this mana only to cast a creature spell.</div><div>{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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Rockface Village</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R}. Spend this mana only to cast a creature spell.</div><div>{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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Shock</div><div>Instant</div><div>Shock deals 2 damage to any target.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                           | <div><div>Shock</div><div>Instant</div><div>Shock deals 2 damage to any target.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                           |
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## Thornspire Verge

Land

{T}: Add {R}.  
{T}: Add {G}. Activate only if you control a Mountain or a Forest.

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## Wrenn's Resolve (1) (R)

Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

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## Wrenn's Resolve (1R)

|         |  |
|---------|--|
| Sorcery |  |
|---------|--|

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

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Abrade (1)(R)

Instant

Choose one --

- \* Abrade deals 3 damage to target creature.
- \* Destroy target artifact.

```
[sidebar]
```

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Abrade (1) (R)

Instant

Choose one --

- \* Abrade deals 3 damage to target creature.
- \* Destroy target artifact.

```
[sidebar]
```

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## Ghost Vacuum ①

Artifact

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

[sideboard]

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## Ghost Vacuum ①

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{T}: Exile target card from a graveyard.

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```
[sideboard]
```

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①

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®

This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.

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① ②

```
Choose one --
* Destroy target creature with flying.
* Destroy target enchantment.
* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
```

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① ②

```
Choose one --
* Destroy target creature with
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① ②

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  (It's an artifact with "{2}, {T},
  Sacrifice this token: You gain 3
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**G**

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)

Trample

Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.

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2/1

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| <div> <div> <b>Pawpatch Recruit</b> <div> 6 </div> </div> <div>           Creature -- Rabbit Warrior         </div> <div> <p>               Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>               Trample<br/>               Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.             </p> <div>[sideboard]</div> <div> <div>2/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> </div> | <div> <div> <b>Pawpatch Recruit</b> <div> 6 </div> </div> <div>           Creature -- Rabbit Warrior         </div> <div> <p>               Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>               Trample<br/>               Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.             </p> <div>[sideboard]</div> <div> <div>2/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> </div> | <div> <div> <b>Pawpatch Recruit</b> <div> 6 </div> </div> <div>           Creature -- Rabbit Warrior         </div> <div> <p>               Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>               Trample<br/>               Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.             </p> <div>[sideboard]</div> <div> <div>2/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> </div> |  |
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