

## 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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① ② R

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

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

When this creature dies, it deals damage equal to its power to each opponent.

1/1

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| <b>Hired Claw</b> <span>(R)</span><br>Creature -- Lizard Mercenary<br>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.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                   | <b>Hired Claw</b> <span>(R)</span><br>Creature -- Lizard Mercenary<br>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.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                   | <b>Hired Claw</b> <span>(R)</span><br>Creature -- Lizard Mercenary<br>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.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                   | <b>Hired Claw</b> <span>(R)</span><br>Creature -- Lizard Mercenary<br>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.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Innkeeper's Talent</b> <span>(1)(G)</span><br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.<br>{G}: Level 2<br>Permanents you control with counters on them have ward {1}.<br>{3}{G}: Level 3<br>If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Innkeeper's Talent</b> <span>(1)(G)</span><br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.<br>{G}: Level 2<br>Permanents you control with counters on them have ward {1}.<br>{3}{G}: Level 3<br>If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Innkeeper's Talent</b> <span>(1)(G)</span><br>Enchantment -- Class<br>(Gain the next level as a sorcery to add its ability.)<br>At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.<br>{G}: Level 2<br>Permanents you control with counters on them have ward {1}.<br>{3}{G}: Level 3<br>If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.<br>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                      |

## Karpłusan Forest

Land

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{T}: Add {C}.
{T}: Add {R} or {G}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Karplusan Forest

Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Manifold Mouse

①②

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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1/2

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### Monstrous Rage

®

Instant

Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)

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| <div><div><div>Monstrous Rage</div><div>R</div></div><div>Instant</div><div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Monstrous Rage</div><div>R</div></div><div>Instant</div><div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Monstrous Rage</div><div>R</div></div><div>Instant</div><div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                   | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                   | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                   | <div><div><div>Mountain</div></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>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                               | <div>Obliterating Bolt</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                      | <div>Pawpatch Recruit</div> <div>Creature -- Rabbit Warrior</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Pawpatch Recruit</div> <div>Creature -- Rabbit Warrior</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Questing Druid</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 Beast</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 PLAY botbox.dev</div> | <div>Questing Druid</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 Beast</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 PLAY botbox.dev</div> | <div>Restless Ridgeline</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {R} or {G}.<br/>{2}{R}{G}: This land becomes a 3/4 red and green Dinosaur creature until end of turn. It's still a land.<br/>Whenever this land attacks, another target attacking creature gets +2/+0 until end of turn. Untap that creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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 PLAY botbox.dev</div>                                                                                                                                                  |

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| <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 PLAY botbox.dev</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 PLAY botbox.dev</div> | <div>Screaming Nemesis 2R</div> <div>Creature -- Spirit</div> <div>Haste<br/>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Screaming Nemesis 2R</div> <div>Creature -- Spirit</div> <div>Haste<br/>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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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## Thornspire Verge

Land

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

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{T}: Add {R}.  
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## Witchstalker Frenzy (3R)

Instant

This spell costs {1} less to cast  
for each creature that attacked this  
turn.  
Witchstalker Frenzy deals 5 damage  
to target creature.

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Lithomantic Barrage <sup>®</sup>

## Sorcery

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.

[sideboard]

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Lithomantic Barrage <sup>®</sup>

## Sorcery

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lithomantic Barrage <sup>®</sup>

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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.

[sideboard]

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**Obstinate Baloth** (2)(G)(G)

Creature -- Beast

When this creature enters, you gain 4 life.

If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.

[sideboard]

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| <div> <b>Obstinate Baloth</b> <span>2GG</span> </div> <div>           Creature -- Beast         </div> <div> <p>When this creature enters, you gain 4 life.</p> <p>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                      | <div> <b>Obstinate Baloth</b> <span>2GG</span> </div> <div>           Creature -- Beast         </div> <div> <p>When this creature enters, you gain 4 life.</p> <p>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                      | <div> <b>Pawpatch Formation</b> <span>1G</span> </div> <div>           Instant         </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target creature with flying.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</li> </ul> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                             | <div> <b>Pawpatch Formation</b> <span>1G</span> </div> <div>           Instant         </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target creature with flying.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</li> </ul> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                             |
| <div> <b>Questing Druid</b> <span>1G</span> </div> <div>           Creature -- Human Druid         </div> <div> <p>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>----- ADVENTURE -----</div> <div><b>Seek the Beast</b><span>1R</span></div> <div>Instant -- Adventure</div> <p>Exile the top two cards of your library. Until your next end step, you may play those cards.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Questing Druid</b> <span>1G</span> </div> <div>           Creature -- Human Druid         </div> <div> <p>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>----- ADVENTURE -----</div> <div><b>Seek the Beast</b><span>1R</span></div> <div>Instant -- Adventure</div> <p>Exile the top two cards of your library. Until your next end step, you may play those cards.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Torch the Tower</b> <span>R</span> </div> <div>           Instant         </div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Torch the Tower</b> <span>R</span> </div> <div>           Instant         </div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div> <div>Torch the Tower</div> <div> <div></div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Torch the Tower</div> <div> <div></div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Witchstalker Frenzy</div> <div> <div>3</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>This spell costs {1} less to cast for each creature that attacked this turn.</p> <p>Witchstalker Frenzy deals 5 damage to target creature.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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