

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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Playtest cards - Deratzou, Luke - Standard (Arena Championship 7)

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

Emberheart Challenger ¹®

Creature -- Mouse Warrior

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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Emberheart Challenger ①Ⓡ

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartfire Hero [®]

Creature -- Mouse Soldier

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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1/1

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®

Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.

1/2

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®

Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.

1/2

botbox.dev

®

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1/2

botbox.dev

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1/2

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① ② G

(Gain the next level as a sorcery to add its ability.)

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

{G}: Level 2

```
Permanents you control with counters
on them have ward {1}.
```

$\{3\}\{G\}$: Level 3

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① ②

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

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```

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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant
Lightning Strike deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

Creature -- Human Monk

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Monstrous Rage R 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Rage R 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Rage R 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Mountain

Basic Land -- Mountain

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Questing Druid (1)(G)

Creature -- Human Druid

Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.

1/1

Seek the Beast (1) (R)

Instant -- Adventure

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Ridgeline

Land

This land enters tapped.
 {T}: Add {R} or {G}.
 {2}{R}{G}: This land becomes a 3/4 red and green Dinosaur creature until end of turn. It's still a land.
 Whenever this land attacks, another target attacking creature gets +2/+0 until end of turn. Untap that creature.

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Rockface Village

Land

{T}: Add {C}.
{T}: Add {R}. Spend this mana only to cast a creature spell.
{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.

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{T}: Add {C}.
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Rockface Village Land {T}: Add {C}. {T}: Add {R}. Spend this mana only to cast a creature spell. {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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Screaming Nemesis 2R Creature -- Spirit Haste 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Screaming Nemesis 2R Creature -- Spirit Haste 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Screaming Nemesis 2R Creature -- Spirit Haste 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Thornspire Verge

Land

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

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Witchstalker Frenzy (3) (R)

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 [®]

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

[sidebar]

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Obliterating Bolt (1) (R)

Sorcery

Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

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[sidebar]
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Pawpatch Formation (1)(G)

Instant

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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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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pawpatch Formation (1)(G) Instant 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.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pawpatch Formation (1)(G) Instant 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.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Questing Druid (1)(G) Creature -- Human Druid Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature. [sideboard] 1/1 ----- ADVENTURE ----- Seek the Beast (1)(R) Instant -- Adventure Exile the top two cards of your library. Until your next end step, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scorching Dragonfire (1)(R) Instant Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Scorching Dragonfire (1)(R) Instant Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snakeskin Veil (G) Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower (R) Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) 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. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower (R) Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) 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. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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