

## 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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### Playtest cards - Mtgkraken - 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;

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



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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>Karplusan Forest</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {R} or {G}. This land deals 1 damage to you.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                           | <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                           | <b>Manifold Mouse</b> <span>(1)(R)</span><br>Creature -- Mouse Soldier<br>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>At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Manifold Mouse</b> <span>(1)(R)</span><br>Creature -- Mouse Soldier<br>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>At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <p><b>Manifold Mouse</b> (1)(R)</p> <p>Creature -- Mouse Soldier</p> <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/>At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Manifold Mouse</b> (1)(R)</p> <p>Creature -- Mouse Soldier</p> <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/>At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Monastery Swiftspear</b> (R)</p> <p>Creature -- Human Monk</p> <p>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                    | <p><b>Monastery Swiftspear</b> (R)</p> <p>Creature -- Human Monk</p> <p>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                    |
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Playtest cards - Mtgkraken - Standard (Arena Championship 7)

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

## 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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**Screaming Nemesis** (2) (R)

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

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Creature -- Spirit

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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

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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

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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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Torch the Tower <sup>®</sup>

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.

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Lithomantic Barrage <sup>®</sup>

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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]

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## 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}, {1},
Sacrifice this token: You gain 3
life.")
```

```
[sidebar]
```

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[sidebar]
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```
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* Destroy target enchantment.
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  Sacrifice this token: You gain 3
  life.")
```

```
[sideboard]
```

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| <div> <div> Urabrask's Forge 2R </div> <div> Artifact </div> <div> At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Urabrask's Forge 2R </div> <div> Artifact </div> <div> At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Urabrask's Forge 2R </div> <div> Artifact </div> <div> At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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