

®

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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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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Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

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① R

This spell can't be countered.  
Ward--Pay 2 life.  
Spells you control can't be countered.  
Other creatures you control have "Ward--Pay 2 life."

**2/2**

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Other creatures you control have "Ward--Pay 2 life."

2/2

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

**{1}{R}**: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.

1/2

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Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.  
{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

**{1}{R}**: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.

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**1/2**

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| <div><div><div>Lightning Strike</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>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>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>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>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>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> |
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| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                   |
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| <div> <div> <b>Nova Hellkite</b> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <p>Flying, haste</p> <p>When this creature enters, it deals 1 damage to target creature an opponent controls.</p> <p>Warp {2}{R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</p> </div> <div> <div>4/5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Nova Hellkite</b> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <p>Flying, haste</p> <p>When this creature enters, it deals 1 damage to target creature an opponent controls.</p> <p>Warp {2}{R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</p> </div> <div> <div>4/5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Nova Hellkite</b> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <p>Flying, haste</p> <p>When this creature enters, it deals 1 damage to target creature an opponent controls.</p> <p>Warp {2}{R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</p> </div> <div> <div>4/5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Ojer Axonil, Deepest Might</b> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div> <div> <div>Legendary Creature -- God</div> <div> <p>Trample</p> <p>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.</p> <p>When Ojer Axonil dies, return it to the battlefield tapped and transformed under its owner's control.</p> </div> <div> <div>4/4</div> </div> </div> <div> <div>BACK FACE</div> </div> <div> <div> <b>Temple of Power</b> <div>Land</div> <div> <p>(Transforms from Ojer Axonil, Deepest Might.)</p> <p>{T}: Add {R}.</p> <p>{2}{R}, {T}: Transform this land.</p> <p>Activate only if red sources you controlled dealt 4 or more noncombat damage this turn and only as a sorcery.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> | <div> <div> <b>Ojer Axonil, Deepest Might</b> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div> <div> <div>Legendary Creature -- God</div> <div> <p>Trample</p> <p>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.</p> <p>When Ojer Axonil dies, return it to the battlefield tapped and transformed under its owner's control.</p> </div> <div> <div>4/4</div> </div> </div> <div> <div>BACK FACE</div> </div> <div> <div> <b>Temple of Power</b> <div>Land</div> <div> <p>(Transforms from Ojer Axonil, Deepest Might.)</p> <p>{T}: Add {R}.</p> <p>{2}{R}, {T}: Transform this land.</p> <p>Activate only if red sources you controlled dealt 4 or more noncombat damage this turn and only as a sorcery.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> | <div> <div> <b>Razorkin Needlehead</b> <div> <div>R</div> <div>R</div> </div> </div> <div> <div> <div>Creature -- Human Assassin</div> <div> <p>This creature has first strike during your turn.</p> <p>Whenever an opponent draws a card, this creature deals 1 damage to them.</p> </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Razorkin Needlehead</b> <div> <div>R</div> <div>R</div> </div> </div> <div> <div> <div>Creature -- Human Assassin</div> <div> <p>This creature has first strike during your turn.</p> <p>Whenever an opponent draws a card, this creature deals 1 damage to them.</p> </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |
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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>R</div><div>R</div></div><div><div>Razorkin Needlehead</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>R</div><div>R</div></div><div><div>Razorkin Needlehead</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>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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>R</div></div><div><div>Shock</div><div>Instant</div><div>Shock deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                      | <div><div><div>R</div></div><div><div>Shock</div><div>Instant</div><div>Shock deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                      | <div><div><div>R</div></div><div><div>Shock</div><div>Instant</div><div>Shock deals 2 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                         | <div><div><div>Soulstone Sanctuary</div><div>Land</div><div>{T}: Add {C}.<br/>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                       |

## Soulstone Sanctuary

Land

{T}: Add {C}.  
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

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## Tersa Lightshatter (2R)

Legendary Creature -- Orc Wizard

**Haste**  
When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.  
Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.

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## Tersa Lightshatter (2R)

Legendary Creature -- Orc Wizard

**Haste**  
When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.  
Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.

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## Tersa Lightshatter (2R)

Legendary Creature -- Orc Wizard

**Haste**  
When Tessa Lightshatter enters, discard up to two cards, then draw that many cards.  
Whenever Tessa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.

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**Magebane Lizard** (1) (R)

Creature -- Lizard

Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.

[sidebar]

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**Magebane Lizard** (1)(R)

Creature -- Lizard

Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.

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[sidebar]
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**Magebane Lizard** (1)(R)

Creature -- Lizard

Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.

[sidebar]

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**Magebane Lizard** (1)(R)

Creature -- Lizard

Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.

[sideboard]

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| <div><div>Sear</div><div>Instant</div><div>Sear deals 4 damage to target creature or planeswalker.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              | <div><div>Sear</div><div>Instant</div><div>Sear deals 4 damage to target creature or planeswalker.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              | <div><div>Sear</div><div>Instant</div><div>Sear deals 4 damage to target creature or planeswalker.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              | <div><div>Sear</div><div>Instant</div><div>Sear deals 4 damage to target creature or planeswalker.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                    |
| <div><div>Soul-Guide Lantern</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soul-Guide Lantern</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soul-Guide Lantern</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sunspine Lynx</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>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

2 R R

Players can't gain life.  
Damage can't be prevented.  
When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.

5/4

2 R R

Players can't gain life.  
Damage can't be prevented.  
When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.

5/4

2 R R

Players can't gain life.  
Damage can't be prevented.  
When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.

5/4

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