

① R

Choose one --

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

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* Abrade deals 3 damage to target
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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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| <div><div>Hired Claw</div><div><div>R</div></div></div> <div>Creature -- Lizard Mercenary</div> <div>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.</div> <div><div>1/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Hired Claw</div><div><div>R</div></div></div> <div>Creature -- Lizard Mercenary</div> <div>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.</div> <div><div>1/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Lightning Strike</div><div><div>1</div><div>R</div></div></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>Lightning Strike</div><div><div>1</div><div>R</div></div></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>Lightning Strike</div><div><div>1</div><div>R</div></div></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>Lightning Strike</div><div><div>1</div><div>R</div></div></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>Magebane Lizard</div><div><div>1</div><div>R</div></div></div> <div>Creature -- Lizard</div> <div>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.</div> <div><div>1/4</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Magebane Lizard</div><div><div>1</div><div>R</div></div></div> <div>Creature -- Lizard</div> <div>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.</div> <div><div>1/4</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Ojer Axonil, Deepest Might 2RR</div><div>Legendary Creature -- God</div><div>Trample<br/>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.<br/>When Ojer Axonil dies, return it to the battlefield tapped and transformed under its owner's control.</div><div>4/4</div><div>BACK FACE</div><div>Temple of Power</div><div>Land</div><div>(Transforms from Ojer Axonil, Deepest Might.)<br/>{T}: Add {R}.<br/>{2}{R}, {T}: Transform this land.<br/>Activate only if red sources you controlled dealt 4 or more noncombat damage this turn and only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ojer Axonil, Deepest Might 2RR</div><div>Legendary Creature -- God</div><div>Trample<br/>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.<br/>When Ojer Axonil dies, return it to the battlefield tapped and transformed under its owner's control.</div><div>4/4</div><div>BACK FACE</div><div>Temple of Power</div><div>Land</div><div>(Transforms from Ojer Axonil, Deepest Might.)<br/>{T}: Add {R}.<br/>{2}{R}, {T}: Transform this land.<br/>Activate only if red sources you controlled dealt 4 or more noncombat damage this turn and only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Razorkin Needlehead RR</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>Razorkin Needlehead RR</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>Razorkin Needlehead RR</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>Razorkin Needlehead RR</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>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |

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| <div><div><div>Scalding Viper</div><div>1R</div></div><div>Creature -- Elemental Snake</div><div>Whenever an opponent casts a spell with mana value 3 or less, this creature deals 1 damage to that player.</div><div>2/1</div><div>----- ADVENTURE -----</div><div><div>Steam Clean</div><div>1U</div></div><div>Sorcery -- Adventure</div><div>Return target nonland permanent to its owner's hand. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Scalding Viper</div><div>1R</div></div><div>Creature -- Elemental Snake</div><div>Whenever an opponent casts a spell with mana value 3 or less, this creature deals 1 damage to that player.</div><div>2/1</div><div>----- ADVENTURE -----</div><div><div>Steam Clean</div><div>1U</div></div><div>Sorcery -- Adventure</div><div>Return target nonland permanent to its owner's hand. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Scalding Viper</div><div>1R</div></div><div>Creature -- Elemental Snake</div><div>Whenever an opponent casts a spell with mana value 3 or less, this creature deals 1 damage to that player.</div><div>2/1</div><div>----- ADVENTURE -----</div><div><div>Steam Clean</div><div>1U</div></div><div>Sorcery -- Adventure</div><div>Return target nonland permanent to its owner's hand. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Scalding Viper</div><div>1R</div></div><div>Creature -- Elemental Snake</div><div>Whenever an opponent casts a spell with mana value 3 or less, this creature deals 1 damage to that player.</div><div>2/1</div><div>----- ADVENTURE -----</div><div><div>Steam Clean</div><div>1U</div></div><div>Sorcery -- Adventure</div><div>Return target nonland permanent to its owner's hand. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Spirebluff Canal</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                  | <div><div><div>Spirebluff Canal</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                  | <div><div><div>Spirebluff Canal</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                  | <div><div><div>Spirebluff Canal</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                  |

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| <div> <div>Torch the Tower</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Torch the Tower</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Torch the Tower</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Torch the Tower</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |
| <div> <div>Fire Magic</div> <div>Instant</div> <div> <p>Tiered (Choose one additional cost.)</p> <p>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.</p> <p>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.</p> <p>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                       | <div> <div>Fire Magic</div> <div>Instant</div> <div> <p>Tiered (Choose one additional cost.)</p> <p>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.</p> <p>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.</p> <p>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                       | <div> <div>Ghost Vacuum</div> <div>Artifact</div> <div> <p>{T}: Exile target card from a graveyard.</p> <p>{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.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                     | <div> <div>Ghost Vacuum</div> <div>Artifact</div> <div> <p>{T}: Exile target card from a graveyard.</p> <p>{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.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                     |

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| <div> <div>Obliterating Bolt</div> <div> <div>1</div> <div>R</div> </div> </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>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                       | <div> <div>Obliterating Bolt</div> <div> <div>1</div> <div>R</div> </div> </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>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                       | <div> <div>Obliterating Bolt</div> <div> <div>1</div> <div>R</div> </div> </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>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                       | <div> <div>Scrawling Crawler</div> <div> <div>3</div> </div> </div> <div>Artifact Creature -- Phyrexian Construct</div> <div>At the beginning of your upkeep, each player draws a card. Whenever an opponent draws a card, that player loses 1 life.</div> <div>[sideboard]</div> <div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Soul-Guide Lantern</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Soul-Guide Lantern</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Soul-Guide Lantern</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Soul-Guide Lantern</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>      |

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Tectonic Hazard deals 1 damage to each opponent and each creature they control.

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