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| <div> <div>Burst Lightning</div> <div>Instant</div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                        | <div> <div>Burst Lightning</div> <div>Instant</div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                        | <div> <div>Burst Lightning</div> <div>Instant</div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                       | <div> <div>Burst Lightning</div> <div>Instant</div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                       |
| <div> <div>Channeled Dragonfire</div> <div>Sorcery</div> <div> <p>Channeled Dragonfire deals 2 damage to any target.</p> <p>Harmonize {5}{R}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div> <div>Channeled Dragonfire</div> <div>Sorcery</div> <div> <p>Channeled Dragonfire deals 2 damage to any target.</p> <p>Harmonize {5}{R}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div> <div>Colorstorm Stallion</div> <div>Creature -- Elemental Horse</div> <div> <p>Ward {1}, haste</p> <p>Opus -- Whenever you cast an instant or sorcery spell, this creature gets +1/+1 until end of turn. If five or more mana was spent to cast that spell, create a token that's a copy of this creature.</p> </div> <div>3/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div> <div>Colorstorm Stallion</div> <div>Creature -- Elemental Horse</div> <div> <p>Ward {1}, haste</p> <p>Opus -- Whenever you cast an instant or sorcery spell, this creature gets +1/+1 until end of turn. If five or more mana was spent to cast that spell, create a token that's a copy of this creature.</p> </div> <div>3/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <b>Colorstorm Stallion</b> (1)(U)(R)<br><hr/> Creature -- Elemental Horse<br><hr/> Ward {1}, haste<br>Opus -- Whenever you cast an instant or sorcery spell, this creature gets +1/+1 until end of turn. If five or more mana was spent to cast that spell, create a token that's a copy of this creature.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Colorstorm Stallion</b> (1)(U)(R)<br><hr/> Creature -- Elemental Horse<br><hr/> Ward {1}, haste<br>Opus -- Whenever you cast an instant or sorcery spell, this creature gets +1/+1 until end of turn. If five or more mana was spent to cast that spell, create a token that's a copy of this creature.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Greasewrench Goblin</b> (R)<br><hr/> Creature -- Goblin Artificer<br><hr/> Exhaust -- {2}{R}: Discard up to two cards, then draw that many cards. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.)<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Greasewrench Goblin</b> (R)<br><hr/> Creature -- Goblin Artificer<br><hr/> Exhaust -- {2}{R}: Discard up to two cards, then draw that many cards. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.)<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Greasewrench Goblin</b> (R)<br><hr/> Creature -- Goblin Artificer<br><hr/> Exhaust -- {2}{R}: Discard up to two cards, then draw that many cards. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.)<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                      | <b>Greasewrench Goblin</b> (R)<br><hr/> Creature -- Goblin Artificer<br><hr/> Exhaust -- {2}{R}: Discard up to two cards, then draw that many cards. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.)<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                      | <b>Hexing Squelcher</b> (1)(R)<br><hr/> Creature -- Goblin Sorcerer<br><hr/> 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."<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>             | <b>Hexing Squelcher</b> (1)(R)<br><hr/> Creature -- Goblin Sorcerer<br><hr/> 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."<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>             |

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

®

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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1/2

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Flying

You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.

1/1

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

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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>                                                                                                                                                                                                                                                                                                                   |
| <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>Nova Hellkite</div><div>3RR</div><div>Creature -- Dragon</div><div>Flying, haste<br/>When this creature enters, it deals 1 damage to target creature an opponent controls.<br/>Warp {2}{R} (You may cast this card from your hand for its warp cost.<br/>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nova Hellkite</div><div>3RR</div><div>Creature -- Dragon</div><div>Flying, haste<br/>When this creature enters, it deals 1 damage to target creature an opponent controls.<br/>Warp {2}{R} (You may cast this card from your hand for its warp cost.<br/>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

3 R R

Flying, haste  
When this creature enters, it deals 1 damage to target creature an opponent controls.  
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.)

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {R}.  
{T}: Add {U}. Activate only if you control an Island or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {R}.  
{T}: Add {U}. Activate only if you control an Island or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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{T}: Add {R}.
{T}: Add {U}. Activate only if you
control an Island or a Mountain.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {R}.  
{T}: Add {U}. Activate only if you control an Island or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Card

- - - OTHER FACE - - -

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Card

- - - OTHER FACE - - -

Card

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Card

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>Scalding Viper</div> <div>Card</div> <div></div> <div>----- OTHER FACE -----</div> <div>Scalding Viper</div> <div>Card</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                  | <div> <div>Smaug the Magnificent 2RR</div> <div>Legendary Creature -- Dragon</div> <div> Flying, haste<br/> Whenever Smaug attacks, he deals damage equal to the number of Treasures you control to any target.<br/> At the beginning of your upkeep, create a Treasure token. </div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Smaug the Magnificent 2RR</div> <div>Legendary Creature -- Dragon</div> <div> Flying, haste<br/> Whenever Smaug attacks, he deals damage equal to the number of Treasures you control to any target.<br/> At the beginning of your upkeep, create a Treasure token. </div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Smaug the Magnificent 2RR</div> <div>Legendary Creature -- Dragon</div> <div> Flying, haste<br/> Whenever Smaug attacks, he deals damage equal to the number of Treasures you control to any target.<br/> At the beginning of your upkeep, create a Treasure token. </div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                 | <div> <div>Spirebluff Canal</div> <div>Land</div> <div> This land enters tapped unless you control two or fewer other lands.<br/> {T}: Add {U} or {R}. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                        |

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| <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stormcarved Coast</div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    |

## Land

This land enters tapped unless you control two or more other lands.  
{T}: Add {U} or {R}.

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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.

3/3

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## Instant

Vibrant Outburst deals 3 damage to any target. Tap up to one target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Instant

Vibrant Outburst deals 3 damage to any target. Tap up to one target creature.

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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]

1/4

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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]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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]

1/4

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## Instant

Sear deals 4 damage to target creature or planeswalker.

[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>Soul-Guide Lantern</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>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. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       |
| <div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</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. 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.</div><div>[sideboard]</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Sunspine Lynx2RR</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> | <div> <div>Sunspine Lynx2RR</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> | <div> <div>Sunspine Lynx2RR</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> |  |
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