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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</div> <div>botbox.dev</div> </div> </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</div> <div>botbox.dev</div> </div> </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</div> <div>botbox.dev</div> </div> </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</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                |
| <div> <div>Emberheart Challenger</div> <div>Creature -- Mouse Warrior</div> <div> <p>Haste</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>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.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Emberheart Challenger</div> <div>Creature -- Mouse Warrior</div> <div> <p>Haste</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>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.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Emberheart Challenger</div> <div>Creature -- Mouse Warrior</div> <div> <p>Haste</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>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.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Emberheart Challenger</div> <div>Creature -- Mouse Warrior</div> <div> <p>Haste</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>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.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div> <div>Heartfire Hero</div> <div> <div></div> <div></div> </div> </div> <div> <div>Creature -- Mouse Soldier</div> <div> <div>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.</div> <div>When this creature dies, it deals damage equal to its power to each opponent.</div> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Heartfire Hero</div> <div> <div></div> <div></div> </div> </div> <div> <div>Creature -- Mouse Soldier</div> <div> <div>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.</div> <div>When this creature dies, it deals damage equal to its power to each opponent.</div> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Heartfire Hero</div> <div> <div></div> <div></div> </div> </div> <div> <div>Creature -- Mouse Soldier</div> <div> <div>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.</div> <div>When this creature dies, it deals damage equal to its power to each opponent.</div> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Heartfire Hero</div> <div> <div></div> <div></div> </div> </div> <div> <div>Creature -- Mouse Soldier</div> <div> <div>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.</div> <div>When this creature dies, it deals damage equal to its power to each opponent.</div> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |
| <div> <div>Hired Claw</div> <div> <div></div> <div></div> </div> </div> <div> <div>Creature -- Lizard Mercenary</div> <div> <div>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.</div> <div>{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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>         | <div> <div>Hired Claw</div> <div> <div></div> <div></div> </div> </div> <div> <div>Creature -- Lizard Mercenary</div> <div> <div>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.</div> <div>{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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>         | <div> <div>Hired Claw</div> <div> <div></div> <div></div> </div> </div> <div> <div>Creature -- Lizard Mercenary</div> <div> <div>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.</div> <div>{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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>         | <div> <div>Hired Claw</div> <div> <div></div> <div></div> </div> </div> <div> <div>Creature -- Lizard Mercenary</div> <div> <div>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.</div> <div>{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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>         |

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| <div><div>Lightning Strike</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                  | <div><div>Lightning Strike</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                  | <div><div>Lightning Strike</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                  | <div><div>Manifold Mouse</div><div><div>1</div><div>R</div></div></div> <div><div>Creature -- Mouse Soldier</div><div>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.</div></div> <div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Manifold Mouse</div><div><div>1</div><div>R</div></div></div> <div><div>Creature -- Mouse Soldier</div><div>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.</div></div> <div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Manifold Mouse</div><div><div>1</div><div>R</div></div></div> <div><div>Creature -- Mouse Soldier</div><div>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.</div></div> <div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Manifold Mouse</div><div><div>1</div><div>R</div></div></div> <div><div>Creature -- Mouse Soldier</div><div>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.</div></div> <div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Monastery Swiftspear</div><div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div></div> <div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                     |

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| <div><div>Monastery Swiftspear</div><div><div></div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div></div><div><div>Haste</div><div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div></div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                     | <div><div>Monastery Swiftspear</div><div><div></div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div></div><div><div>Haste</div><div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div></div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                     | <div><div>Monstrous Rage</div><div><div></div><div>R</div></div></div> <div><div>Instant</div><div></div><div><div>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.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Monstrous Rage</div><div><div></div><div>R</div></div></div> <div><div>Instant</div><div></div><div><div>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.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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> |
| <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>                                                                                                                                                                                                    |
| <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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Rockface Village</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {R}. Spend this mana only to cast a creature spell.</div><div>{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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Rockface Village</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {R}. Spend this mana only to cast a creature spell.</div><div>{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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Rockface Village</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}: Add {R}. Spend this mana only to cast a creature spell.</div><div>{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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Screaming Nemesis</div><div>Creature -- Spirit</div><div><div>Haste</div><div>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.</div></div><div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Screaming Nemesis</div><div>Creature -- Spirit</div><div><div>Haste</div><div>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.</div></div><div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>               | <div><div>Screaming Nemesis</div><div>Creature -- Spirit</div><div><div>Haste</div><div>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.</div></div><div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>               | <div><div>Screaming Nemesis</div><div>Creature -- Spirit</div><div><div>Haste</div><div>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.</div></div><div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>               | <div><div>Soulstone Sanctuary</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                               |

## Land

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Legendary Creature -- Orc Wizard

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## Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Artifact

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## Artifact

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Sorcery

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Creature -- Lizard

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| <div><div><div>Magebane Lizard</div><div>①Ⓡ</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>[sideboard]</div><div><div>1/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        | <div><div><div>Scorching Shot</div><div>ⓇⓇ</div></div><div>Sorcery</div><div>Scorching Shot deals 5 damage to target creature.</div><div>[sideboard]</div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              | <div><div><div>Sunspine Lynx</div><div>②ⓇⓇ</div></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><div>5/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                               | <div><div><div>Sunspine Lynx</div><div>②ⓇⓇ</div></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><div>5/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                               |
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| <div><div><div>Torch the Tower</div><div>R</div></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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Torch the Tower</div><div>R</div></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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Torch the Tower</div><div>R</div></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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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