

## Burst Lightning

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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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## Copperline Gorge

Land

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

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| <div> <div>Hired Claw</div> <div> <div></div> <div>R</div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                         | <div> <div>Hired Claw</div> <div> <div></div> <div>R</div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                         | <div> <div>Hired Claw</div> <div> <div></div> <div>R</div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Hired Claw</div> <div> <div></div> <div>R</div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
| <div> <div>Innkeeper's Talent</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Enchantment -- Class</div> <div> (Gain the next level as a sorcery to add its ability.)<br/> At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.<br/> {G}: Level 2<br/> Permanents you control with counters on them have ward {1}.<br/> {3}{G}: Level 3<br/> If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Innkeeper's Talent</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Enchantment -- Class</div> <div> (Gain the next level as a sorcery to add its ability.)<br/> At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.<br/> {G}: Level 2<br/> Permanents you control with counters on them have ward {1}.<br/> {3}{G}: Level 3<br/> If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Karplusan Forest</div> </div> <div> <div>Land</div> <div> {T}: Add {C}.<br/> {T}: Add {R} or {G}. This land deals 1 damage to you. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                           | <div> <div>Karplusan Forest</div> </div> <div> <div>Land</div> <div> {T}: Add {C}.<br/> {T}: Add {R} or {G}. This land deals 1 damage to you. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                           |

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| <div>Karplusan Forest</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {R} or {G}. This land deals 1 damage to you.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                              | <div>Manifold Mouse</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.)</div> <div>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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Manifold Mouse</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.)</div> <div>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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Manifold Mouse</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.)</div> <div>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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Manifold Mouse</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.)</div> <div>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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Monastery Swiftspear</div> <div>Creature -- Human Monk</div> <div>Haste</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                         | <div>Monastery Swiftspear</div> <div>Creature -- Human Monk</div> <div>Haste</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                         | <div>Monstrous Rage</div> <div>Instant</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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                             |

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| <div><div>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</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>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</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>Monstrous Rage</div><div><div>R</div></div></div> <div><div>Instant</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>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
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| <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>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Screaming Nemesis 2R</div> <div>Creature -- Spirit</div> <div>Haste<br/>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>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Screaming Nemesis 2R</div> <div>Creature -- Spirit</div> <div>Haste<br/>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>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Screaming Nemesis 2R</div> <div>Creature -- Spirit</div> <div>Haste<br/>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>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
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| <div>Thornspire Verge</div> <div>Land</div> <div>       {T}: Add {R}.<br/>       {T}: Add {G}. Activate only if you control a Mountain or a Forest.     </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                  | <div>Torch the Tower</div> <div>Instant</div> <div>       Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>       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.<br/>       If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.     </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Torch the Tower</div> <div>Instant</div> <div>       Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>       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.<br/>       If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.     </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Torch the Tower</div> <div>Instant</div> <div>       Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>       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.<br/>       If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.     </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Lithomantic Barrage</div> <div>Sorcery</div> <div>       This spell can't be countered.<br/>       Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.     </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Lithomantic Barrage</div> <div>Sorcery</div> <div>       This spell can't be countered.<br/>       Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.     </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                     | <div>Lithomantic Barrage</div> <div>Sorcery</div> <div>       This spell can't be countered.<br/>       Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.     </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                     | <div>Obliterating Bolt</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                          | <div> <div>Pawpatch Formation</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Instant</div> <div>Choose one --</div> <div> <div>* Destroy target creature with flying.</div> <div>* Destroy target enchantment.</div> <div>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Pawpatch Formation</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Instant</div> <div>Choose one --</div> <div> <div>* Destroy target creature with flying.</div> <div>* Destroy target enchantment.</div> <div>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Pawpatch Formation</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Instant</div> <div>Choose one --</div> <div> <div>* Destroy target creature with flying.</div> <div>* Destroy target enchantment.</div> <div>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                |
| <div> <div>Questing Druid</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Human Druid</div> <div>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</div> <div>[sideboard]</div> <div>1/1</div> <div>----- ADVENTURE -----</div> <div> <div>Seek the Beast</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant -- Adventure</div> <div>Exile the top two cards of your library. Until your next end step, you may play those cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Scorching Shot</div> <div> <div>R</div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Scorching Shot deals 5 damage to target creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                   | <div> <div>Scorching Shot</div> <div> <div>R</div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Scorching Shot deals 5 damage to target creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                   | <div> <div>Torch the Tower</div> <div> <div>R</div> </div> </div> <div>Instant</div> <div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</div> <div>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.</div> <div>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Urabrask's Forge</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Artifact</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Urabrask's Forge</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Artifact</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Urabrask's Forge</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Artifact</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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