

Burst Lightning

®

Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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Hired Claw R Creature -- Lizard Mercenary 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 PLAYbotbox.dev	Hired Claw R Creature -- Lizard Mercenary 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 PLAYbotbox.dev	Hired Claw R Creature -- Lizard Mercenary 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 PLAYbotbox.dev	Hired Claw R Creature -- Lizard Mercenary 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 PLAYbotbox.dev
Innkeeper's Talent 1 G Enchantment -- Class (Gain the next level as a sorcery to add its ability.) At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. {G}: Level 2 Permanents you control with counters on them have ward {1}. {3}{G}: Level 3 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Innkeeper's Talent 1 G Enchantment -- Class (Gain the next level as a sorcery to add its ability.) At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. {G}: Level 2 Permanents you control with counters on them have ward {1}. {3}{G}: Level 3 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Innkeeper's Talent 1 G Enchantment -- Class (Gain the next level as a sorcery to add its ability.) At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. {G}: Level 2 Permanents you control with counters on them have ward {1}. {3}{G}: Level 3 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Land

{T}: Add {C}.
{T}: Add {R} or {G}. This land deals
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Mouse Soldier

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.)
At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Instant

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Monstrous Rage R Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monstrous Rage R Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monstrous Rage R Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obliterating Bolt Sorcery Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pawpatch Recruit Creature -- Rabbit Warrior 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.) Trample Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pawpatch Recruit Creature -- Rabbit Warrior 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.) Trample Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Questing Druid Creature -- Human Druid Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Questing Druid Creature -- Human Druid Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Ridgeline Land This land enters tapped. {T}: Add {R} or {G}. {2}{R}{G}: This land becomes a 3/4 red and green Dinosaur creature until end of turn. It's still a land. Whenever this land attacks, another target attacking creature gets +2/+0 until end of turn. Untap that creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rockface Village Land {T}: Add {C}. {T}: Add {R}. Spend this mana only to cast a creature spell. {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Seek the Beast Instant -- Adventure Exile the top two cards of your library. Until your next end step, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seek the Beast Instant -- Adventure Exile the top two cards of your library. Until your next end step, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seek the Beast Instant -- Adventure Exile the top two cards of your library. Until your next end step, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seek the Beast Instant -- Adventure Exile the top two cards of your library. Until your next end step, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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Creature -- Spirit

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Thornspire Verge

Land

{T}: Add {R}.
{T}: Add {G}. Activate only if you control a Mountain or a Forest.

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Witchstalker Frenzy 3 R

Instant

This spell costs {1} less to cast
for each creature that attacked this
turn.
Witchstalker Frenzy deals 5 damage
to target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lithomantic Barrage [®]

Sorcery

This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.

[sidebar]

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[sidebar]

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[sideboard]

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Obliterating Bolt (1) (R)

Sorcery

Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

[sidebar]

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Pawpatch Recruit ⑥ Creature -- Rabbit Warrior 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.) Trample Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pawpatch Recruit ⑥ Creature -- Rabbit Warrior 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.) Trample Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Questing Druid ①⑥ Creature -- Human Druid Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Questing Druid ①⑥ Creature -- Human Druid Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sentinel of the Nameless City ②⑥ Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sentinel of the Nameless City ②⑥ Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower ①R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) 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. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower ①R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) 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. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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