

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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Fire-Brained Scheme

(card data unavailable)

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<div> <div>Gandalf, Goblins' Bane (2)(R)</div> <div> <div>Legendary Creature -- Avatar Wizard</div> <div>Whenever you cast a noncreature spell, Gandalf gets +1/+1 until end of turn and deals 1 damage to each opponent.</div> <div>2/3</div> </div> <div> <div>Flameshape (1)(R)</div> <div>Sorcery -- Adventure</div> <div>Look at the top two cards of your library and exile them face down. For as long as they remain exiled, you may play them if you control a Wizard.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Gandalf, Goblins' Bane (2)(R)</div> <div> <div>Legendary Creature -- Avatar Wizard</div> <div>Whenever you cast a noncreature spell, Gandalf gets +1/+1 until end of turn and deals 1 damage to each opponent.</div> <div>2/3</div> </div> <div> <div>Flameshape (1)(R)</div> <div>Sorcery -- Adventure</div> <div>Look at the top two cards of your library and exile them face down. For as long as they remain exiled, you may play them if you control a Wizard.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Gandalf, Goblins' Bane (2)(R)</div> <div> <div>Legendary Creature -- Avatar Wizard</div> <div>Whenever you cast a noncreature spell, Gandalf gets +1/+1 until end of turn and deals 1 damage to each opponent.</div> <div>2/3</div> </div> <div> <div>Flameshape (1)(R)</div> <div>Sorcery -- Adventure</div> <div>Look at the top two cards of your library and exile them face down. For as long as they remain exiled, you may play them if you control a Wizard.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Gandalf, Goblins' Bane (2)(R)</div> <div> <div>Legendary Creature -- Avatar Wizard</div> <div>Whenever you cast a noncreature spell, Gandalf gets +1/+1 until end of turn and deals 1 damage to each opponent.</div> <div>2/3</div> </div> <div> <div>Flameshape (1)(R)</div> <div>Sorcery -- Adventure</div> <div>Look at the top two cards of your library and exile them face down. For as long as they remain exiled, you may play them if you control a Wizard.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>
<div> <div>Great Hall of the Biblioplex</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell.</div> <div>{5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div> <div>Great Hall of the Biblioplex</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell.</div> <div>{5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div> <div>Hired Claw (R)</div> <div>Creature -- Lizard Mercenary</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div> <div>Hired Claw (R)</div> <div>Creature -- Lizard Mercenary</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div><div>Hired Claw</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. {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><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Hired Claw</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. {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><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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></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></div>
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<div><div>Plasma Bolt</div><div>Sorcery</div><div>Plasma Bolt deals 2 damage to any target. Void -- Plasma Bolt deals 3 damage instead if a nonland permanent left the battlefield this turn or a spell was warped this turn.</div><div>1/1</div><div>OTHER FACE</div><div><div>Improvised Act</div><div>Sorcery</div><div>You may discard a card. If you do, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Pompous Battlemage</div><div>Creature -- Goblin Sorcerer</div><div>Prowess This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</div><div>1/1</div><div>OTHER FACE</div><div><div>Improvised Act</div><div>Sorcery</div><div>You may discard a card. If you do, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Pompous Battlemage</div><div>Creature -- Goblin Sorcerer</div><div>Prowess This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</div><div>1/1</div><div>OTHER FACE</div><div><div>Improvised Act</div><div>Sorcery</div><div>You may discard a card. If you do, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Pompous Battlemage</div><div>Creature -- Goblin Sorcerer</div><div>Prowess This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</div><div>1/1</div><div>OTHER FACE</div><div><div>Improvised Act</div><div>Sorcery</div><div>You may discard a card. If you do, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<div><div><div>Pompous Battlemage</div><div><div>R</div></div></div><div>Creature -- Goblin Sorcerer</div><div>Prowess This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</div><div><div>1/1</div></div><div>----- OTHER FACE -----</div><div><div>Improvised Act</div><div><div>R</div></div></div><div>Sorcery</div><div>You may discard a card. If you do, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Pyre Rhymer</div><div><div>1R</div><div>R</div></div></div><div>Creature -- Elemental Sorcerer</div><div>Prowess This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</div><div><div>3/3</div></div><div>----- OTHER FACE -----</div><div><div>Molten Tide</div><div><div>R</div></div></div><div>Instant</div><div>Until end of turn, whenever you tap a Mountain for mana, add an additional {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Pyre Rhymer</div><div><div>1R</div><div>R</div></div></div><div>Creature -- Elemental Sorcerer</div><div>Prowess This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)</div><div><div>3/3</div></div><div>----- OTHER FACE -----</div><div><div>Molten Tide</div><div><div>R</div></div></div><div>Instant</div><div>Until end of turn, whenever you tap a Mountain for mana, add an additional {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Riverpyre Verge</div></div><div>Land</div><div>{T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Riverpyre Verge</div></div><div>Land</div><div>{T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Riverpyre Verge</div></div><div>Land</div><div>{T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Riverpyre Verge</div></div><div>Land</div><div>{T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<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>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}.) 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}.) 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}.) 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}.) 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>Stingcaster Mage</div><div>1R</div><div>Creature -- Human Wizard</div><div>Haste When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stingcaster Mage</div><div>1R</div><div>Creature -- Human Wizard</div><div>Haste When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stingcaster Mage</div><div>1R</div><div>Creature -- Human Wizard</div><div>Haste When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stingcaster Mage</div><div>1R</div><div>Creature -- Human Wizard</div><div>Haste When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Vibrant Outburst</div><div>Instant</div><div>Vibrant Outburst deals 3 damage to any target. Tap up to one target creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Vibrant Outburst</div><div>Instant</div><div>Vibrant Outburst deals 3 damage to any target. Tap up to one target creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Vibrant Outburst</div><div>Instant</div><div>Vibrant Outburst deals 3 damage to any target. Tap up to one target creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Vibrant Outburst</div><div>Instant</div><div>Vibrant Outburst deals 3 damage to any target. Tap up to one target creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Fiery Annihilation</div><div>Instant</div><div>Fiery Annihilation deals 5 damage to target creature. Exile up to one target Equipment attached to that creature. If that creature would die this turn, exile it instead.</div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Fiery Annihilation</div><div>Instant</div><div>Fiery Annihilation deals 5 damage to target creature. Exile up to one target Equipment attached to that creature. If that creature would die this turn, exile it instead.</div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Pinecone Strike</div><div>Instant</div><div>Choose one or both -- * Pinecone Strike deals 3 damage to target creature. If that creature would die this turn, exile it instead. * Destroy target artifact token.</div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Scorching Shot</div><div>Sorcery</div><div>Scorching Shot deals 5 damage to target creature.</div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Spell Pierce</div><div><div>U</div></div></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>Spell Pierce</div><div><div>U</div></div></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>Stormcarved Coast</div></div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {R}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sunspine Lynx</div><div><div>2</div><div>R</div><div>R</div></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>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sunspine Lynx</div><div><div>2</div><div>R</div><div>R</div></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>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Sunspine Lynx2RR</div> <div>Creature -- Elemental Cat</div> <div> <p>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.</p> <p>[sideboard]</p> </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> <p>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.</p> <p>[sideboard]</p> </div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Torch the TowerR</div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	
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