

®

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

®

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

®

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

®

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

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<p>Gandalf, Goblins' Bane (2)(R)</p> <p>Legendary Creature -- Avatar Wizard</p> <p>Whenever you cast a noncreature spell, Gandalf gets +1/+1 until end of turn and deals 1 damage to each opponent.</p> <p>2/3</p> <p>----- ADVENTURE -----</p> <p>Flameshape (1)(R)</p> <p>Sorcery -- Adventure</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Gandalf, Goblins' Bane (2)(R)</p> <p>Legendary Creature -- Avatar Wizard</p> <p>Whenever you cast a noncreature spell, Gandalf gets +1/+1 until end of turn and deals 1 damage to each opponent.</p> <p>2/3</p> <p>----- ADVENTURE -----</p> <p>Flameshape (1)(R)</p> <p>Sorcery -- Adventure</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Gandalf, Goblins' Bane (2)(R)</p> <p>Legendary Creature -- Avatar Wizard</p> <p>Whenever you cast a noncreature spell, Gandalf gets +1/+1 until end of turn and deals 1 damage to each opponent.</p> <p>2/3</p> <p>----- ADVENTURE -----</p> <p>Flameshape (1)(R)</p> <p>Sorcery -- Adventure</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Gandalf, Goblins' Bane (2)(R)</p> <p>Legendary Creature -- Avatar Wizard</p> <p>Whenever you cast a noncreature spell, Gandalf gets +1/+1 until end of turn and deals 1 damage to each opponent.</p> <p>2/3</p> <p>----- ADVENTURE -----</p> <p>Flameshape (1)(R)</p> <p>Sorcery -- Adventure</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Ghitu Lavarunner (R)</p> <p>Creature -- Human Wizard</p> <p>As long as there are two or more instant and/or sorcery cards in your graveyard, this creature gets +1/+0 and has haste. (It can attack and {T} as soon as it comes under your control.)</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Great Hall of the Biblioplex</p> <p>Land</p> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell.</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Great Hall of the Biblioplex</p> <p>Land</p> <p>{T}: Add {C}.</p> <p>{T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell.</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Hired Claw (R)</p> <p>Creature -- Lizard Mercenary</p> <p>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.</p> <p>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<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>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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>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>Slickshot Show-Off</div><div><div>1</div><div>R</div></div></div><div>Creature -- Bird Wizard</div><div><div>Flying, haste</div><div>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.</div><div>Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div></div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Slickshot Show-Off</div><div><div>1</div><div>R</div></div></div><div>Creature -- Bird Wizard</div><div><div>Flying, haste</div><div>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.</div><div>Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div></div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Slickshot Show-Off</div><div><div>1</div><div>R</div></div></div><div>Creature -- Bird Wizard</div><div><div>Flying, haste</div><div>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.</div><div>Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div></div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Spirebluff Canal</div></div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div></div>
<div><div><div>Spirebluff Canal</div></div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div></div>	<div><div><div>Spirebluff Canal</div></div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div></div>	<div><div><div>Spirebluff Canal</div></div><div>Land</div><div><div>This land enters tapped unless you control two or fewer other lands.</div><div>{T}: Add {U} or {R}.</div></div></div>	<div><div><div>Steam Vents</div></div><div>Land -- Island Mountain</div><div><div>{T}: Add {U} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div>
<div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Steam Vents

Land -- Island Mountain

($\{T\}$: Add $\{U\}$ or $\{R\}$.)
As this land enters, you may pay 2
life. If you don't, it enters
tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steam Vents

Land -- Island Mountain

($\{T\}$: Add $\{U\}$ or $\{R\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steam Vents

Land -- Island Mountain

($\{T\}$: Add $\{U\}$ or $\{R\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stingcaster Mage

①②R

Creature -- Human Wizard

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. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stingcaster Mage

① R

Creature -- Human Wizard

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. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stingcaster Mage

①②

Creature -- Human Wizard

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. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stingcaster Mage

①R

Creature -- Human Wizard

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. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tersa Lightshatter

②R

Legendary Creature -- Orc Wizard

Haste
When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.
Whenever Tersa 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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Vibrant Outburst</div><div><div>U</div><div>R</div></div></div><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><div>U</div><div>R</div></div></div><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><div>U</div><div>R</div></div></div><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><div>U</div><div>R</div></div></div><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><div>2</div><div>R</div></div></div><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><div>2</div><div>R</div></div></div><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><div>1</div><div>R</div></div></div><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><div>R</div><div>R</div></div></div><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 Lynx</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Elemental Cat</div> <div> <div> <div> <div>Players can't gain life.</div> <div>Damage can't be prevented.</div> <div>When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.</div> </div> <div>[sideboard]</div> </div> <div> <div>5/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div>	<div> <div>Sunspine Lynx</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Elemental Cat</div> <div> <div> <div> <div>Players can't gain life.</div> <div>Damage can't be prevented.</div> <div>When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.</div> </div> <div>[sideboard]</div> </div> <div> <div>5/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div>	<div> <div>Torch the Tower</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div> <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> <div>[sideboard]</div> </div> <div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div>
--	--	--