

®

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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① R R

When Casey Jones enters, draw three cards. At the beginning of your next upkeep, discard three cards at random.

4/3

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4/3

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2 R R

[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.

[+1]: Add {R}{R}.

[-3]: Chandra deals 4 damage to target creature.

[-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target."

L 4

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| <p><b>Chandra, Torch of Defiance</b> (2)(R)(R)</p> <p>Legendary Planeswalker -- Chandra</p> <p>[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.<br/> [+1]: Add {R}{R}.<br/> [-3]: Chandra deals 4 damage to target creature.<br/> [-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target."</p> <p>L 4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Chandra, Torch of Defiance</b> (2)(R)(R)</p> <p>Legendary Planeswalker -- Chandra</p> <p>[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.<br/> [+1]: Add {R}{R}.<br/> [-3]: Chandra deals 4 damage to target creature.<br/> [-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target."</p> <p>L 4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Emberheart Challenger</b> (1)(R)</p> <p>Creature -- Mouse Warrior</p> <p>Haste<br/> Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/> 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> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Emberheart Challenger</b> (1)(R)</p> <p>Creature -- Mouse Warrior</p> <p>Haste<br/> Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/> 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> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Emberheart Challenger</b> (1)(R)</p> <p>Creature -- Mouse Warrior</p> <p>Haste<br/> Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/> 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> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>               | <p><b>Emberheart Challenger</b> (1)(R)</p> <p>Creature -- Mouse Warrior</p> <p>Haste<br/> Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br/> 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> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>               | <p><b>Hired Claw</b> (R)</p> <p>Creature -- Lizard Mercenary</p> <p>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.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                 | <p><b>Hired Claw</b> (R)</p> <p>Creature -- Lizard Mercenary</p> <p>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.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                 |

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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>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>Mountain</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>Mountain</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>Mountain</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>Mountain</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><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></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><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><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div> <div> <b>Nova Hellkite</b> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <p>Flying, haste</p> <p>When this creature enters, it deals 1 damage to target creature an opponent controls.</p> <p>Warp {2}{R} (You may cast this card from your hand for its warp cost.</p> <p>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</p> </div> <div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Nova Hellkite</b> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <p>Flying, haste</p> <p>When this creature enters, it deals 1 damage to target creature an opponent controls.</p> <p>Warp {2}{R} (You may cast this card from your hand for its warp cost.</p> <p>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</p> </div> <div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Nova Hellkite</b> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <p>Flying, haste</p> <p>When this creature enters, it deals 1 damage to target creature an opponent controls.</p> <p>Warp {2}{R} (You may cast this card from your hand for its warp cost.</p> <p>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</p> </div> <div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Nova Hellkite</b> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <p>Flying, haste</p> <p>When this creature enters, it deals 1 damage to target creature an opponent controls.</p> <p>Warp {2}{R} (You may cast this card from your hand for its warp cost.</p> <p>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</p> </div> <div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |
| <div> <div> <b>Plasma Bolt</b> <div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Plasma Bolt deals 2 damage to any target.</p> <p>Void -- Plasma Bolt deals 3 damage instead if a nonland permanent left the battlefield this turn or a spell was warped this turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                                                                             | <div> <div> <b>Plasma Bolt</b> <div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Plasma Bolt deals 2 damage to any target.</p> <p>Void -- Plasma Bolt deals 3 damage instead if a nonland permanent left the battlefield this turn or a spell was warped this turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                                                                             | <div> <div> <b>Samut, Hazoret's Champion</b> <div> <div>1</div> <div>R</div> </div> </div> <div> <div> <div>Legendary Creature -- Human Warrior Cleric</div> <div> <p>Creatures you control have haste.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div>                                                                                                                                                                                                                                       | <div> <div> <b>Samut, Hazoret's Champion</b> <div> <div>1</div> <div>R</div> </div> </div> <div> <div> <div>Legendary Creature -- Human Warrior Cleric</div> <div> <p>Creatures you control have haste.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div>                                                                                                                                                                                                                                       |

## Soulstone Sanctuary

Land

{T}: Add {C}.  
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

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## 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

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## Stingcaster Mage

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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.)

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2/1

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## 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

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**Tersa Lightshatter**

②③

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

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| <div><div><div>Magebane Lizard</div><div>1R</div></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>1/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Sear</div><div>1R</div></div><div><div>Instant</div><div>Sear deals 4 damage to target creature or planeswalker.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                     | <div><div><div>Sear</div><div>1R</div></div><div><div>Instant</div><div>Sear deals 4 damage to target creature or planeswalker.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                     | <div><div><div>Sear</div><div>1R</div></div><div><div>Instant</div><div>Sear deals 4 damage to target creature or planeswalker.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                             |
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