## Burnout Bashtronaut (R)

Creature -- Goblin Warrior

Menace
Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
{2}: This creature gets +1/+0 until end of turn.
Max speed -- This creature has double strike.

**1/1**

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## Burst Lightning (R)

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.

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## Hexing Squelcher {1}{R}

Creature -- Goblin Sorcerer

This spell can't be countered.
Ward--Pay 2 life.
Spells you control can't be countered.
Other creatures you control have "Ward--Pay 2 life."

**2/2**

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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**

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**Kellan, Planar Trailblazer** (R)

Legendary Creature -- Human Faerie Scout

{1}{R}: If Kellan is a Scout, it becomes a Human Faerie Detective and gains "Whenever Kellan deals combat damage to a player, exile the top card of your library. You may play that card this turn."
{2}{R}: If Kellan is a Detective, it becomes a 3/2 Human Faerie Rogue and gains double strike.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Lightning Strike** (1)(R)

Instant

Lightning Strike deals 3 damage to any target.

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**Mountain**

Basic Land -- Mountain

({T}: Add {R}.)

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**Nova Hellkite** {3}{R}{R}

Creature -- Dragon

Flying, haste
When this creature enters, it deals 1 damage to target creature an opponent controls.
Warp {2}{R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

4/5

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**4/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Raphael, the Nightwatcher** {2}{R}{R}

Legendary Creature -- Mutant Ninja Turtle

Sneak {1}{R}{R} (You may cast this spell for {1}{R}{R} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.)
Attacking creatures you control have double strike.

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Raphael, the Nightwatcher** {2}{R}{R}

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Attacking creatures you control have double strike.

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Razorkin Needlehead** {R}{R}

Creature -- Human Assassin

This creature has first strike during your turn.
Whenever an opponent draws a card, this creature deals 1 damage to them.

**2/2**

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## Razorkin Needlehead {R}{R}

Creature -- Human Assassin

This creature has first strike during your turn.
Whenever an opponent draws a card, this creature deals 1 damage to them.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sear {1}{R}

Instant

Sear deals 4 damage to target creature or planeswalker.

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## Shock {R}

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Shock deals 2 damage to any target.

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## 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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## Tersa Lightshatter (2)(R)

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

## Tokka & Rahzar, Terrible Twos (B/R)(B/R)

Legendary Creature -- Turtle Wolf Mutant

This spell can't be countered.
Menace
Whenever a player casts a spell, if the amount of mana spent to cast it was less than its mana value, Tokka & Rahzar deal 3 damage to that player.

**3/2**

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## Ghost Vacuum (1)

Artifact

{T}: Exile target card from a graveyard.
{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

[sideboard]

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[sideboard]

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## Magebane Lizard (1)(R)

Creature -- Lizard

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.

[sideboard]

**1/4**

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## Stingerback Terror {2}{R}{R}

Creature -- Scorpion Dragon

Flying, trample
This creature gets -1/-1 for each card in your hand.
Plot {2}{R} (You may pay {2}{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.)

[sideboard]

**7/7**

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[sideboard]

**7/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sunspine Lynx {2}{R}{R}

Creature -- Elemental Cat

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.

[sideboard]

**5/4**

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[sideboard]

**5/4**

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## Zhao, the Moon Slayer {1}{R}

Legendary Creature -- Human Soldier

Menace
Nonbasic lands enter tapped.
{7}: Put a conqueror counter on Zhao.
As long as Zhao has a conqueror counter on him, nonbasic lands are Mountains. (They lose all other land types and abilities and have "{T}: Add {R}.")

[sideboard]

**2/2**

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