

## 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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## Copperline Gorge

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {R} or {G}.

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

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**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

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| Instant                                                                                                                                                                                                        |
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| 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.) |

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| Instant                                                                                                                                                                                                        |
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| <div><div><div>Monstrous Rage</div><div><div>R</div></div></div><div><div>Instant</div><div>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.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Monstrous Rage</div><div><div>R</div></div></div><div><div>Instant</div><div>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.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
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| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                   | <div>Pawpatch Recruit</div> <div>Creature -- Rabbit Warrior</div> <div>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.)</div> <div>Trample</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Pawpatch Recruit</div> <div>Creature -- Rabbit Warrior</div> <div>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.)</div> <div>Trample</div> <div>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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Questing Druid</div> <div>Creature -- Human Druid</div> <div>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</div> <div>1/1</div> <div>ADVENTURE</div> <div>Seek the Beast</div> <div>Instant -- Adventure</div> <div>Exile the top two cards of your library. Until your next end step, you may play those cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Questing Druid</div> <div>Creature -- Human Druid</div> <div>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</div> <div>1/1</div> <div>ADVENTURE</div> <div>Seek the Beast</div> <div>Instant -- Adventure</div> <div>Exile the top two cards of your library. Until your next end step, you may play those cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Rockface Village</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {R}. Spend this mana only to cast a creature spell.</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                  | <div>Rockface Village</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {R}. Spend this mana only to cast a creature spell.</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                  | <div>Screaming Nemesis</div> <div>Creature -- Spirit</div> <div>Haste</div> <div>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                |

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| <div><div>Screaming Nemesis</div><div>2R</div><div>Creature -- Spirit</div><div>Haste<br/>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Screaming Nemesis</div><div>2R</div><div>Creature -- Spirit</div><div>Haste<br/>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Screaming Nemesis</div><div>2R</div><div>Creature -- Spirit</div><div>Haste<br/>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soulstone Sanctuary</div><div></div><div>Land</div><div>{T}: Add {C}.<br/>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Thornspire Verge</div><div></div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Thornspire Verge</div><div></div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Thornspire Verge</div><div></div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Thornspire Verge</div><div></div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 |

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| <div><div><div><div><div><div></div><div><b>Torch the Tower</b></div><div>(R)</div></div></div><div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>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.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Torch the Tower</b></div><div>(R)</div></div></div><div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>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.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Witchstalker Frenzy</b></div><div>(3)(R)</div></div></div><div><div>Instant</div><div>This spell costs {1} less to cast for each creature that attacked this turn.<br/>Witchstalker Frenzy deals 5 damage to target creature.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                    | <div><div><div><div><div><div></div><div><b>Witchstalker Frenzy</b></div><div>(3)(R)</div></div></div><div><div>Instant</div><div>This spell costs {1} less to cast for each creature that attacked this turn.<br/>Witchstalker Frenzy deals 5 damage to target creature.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                         |
| <div><div><div><div><div><div></div><div><b>Lithomantic Barrage</b></div><div>(R)</div></div></div><div><div>Sorcery</div><div>This spell can't be countered.<br/>Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.<br/><br/>[sideboard]</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                | <div><div><div><div><div><div></div><div><b>Lithomantic Barrage</b></div><div>(R)</div></div></div><div><div>Sorcery</div><div>This spell can't be countered.<br/>Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.<br/><br/>[sideboard]</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                | <div><div><div><div><div><div></div><div><b>Lithomantic Barrage</b></div><div>(R)</div></div></div><div><div>Sorcery</div><div>This spell can't be countered.<br/>Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.<br/><br/>[sideboard]</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Obliterating Bolt</b></div><div>(1)(R)</div></div></div><div><div>Sorcery</div><div>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.<br/><br/>[sideboard]</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <b>Obliterating Bolt</b> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                          | <div> <b>Pawpatch Formation</b> <div> <div>1</div> <div>G</div> </div> </div> <div>Instant</div> <div>Choose one --</div> <div>* Destroy target creature with flying.</div> <div>* Destroy target enchantment.</div> <div>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                        | <div> <b>Pawpatch Formation</b> <div> <div>1</div> <div>G</div> </div> </div> <div>Instant</div> <div>Choose one --</div> <div>* Destroy target creature with flying.</div> <div>* Destroy target enchantment.</div> <div>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                        | <div> <b>Pawpatch Formation</b> <div> <div>1</div> <div>G</div> </div> </div> <div>Instant</div> <div>Choose one --</div> <div>* Destroy target creature with flying.</div> <div>* Destroy target enchantment.</div> <div>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                            |
| <div> <b>Pawpatch Recruit</b> <div> <div>G</div> </div> </div> <div>Creature -- Rabbit Warrior</div> <div>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.)</div> <div>Trample</div> <div>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.</div> <div>[sideboard]</div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Questing Druid</b> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Human Druid</div> <div>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</div> <div>[sideboard]</div> <div> <div>1/1</div> </div> <div> <div>----- ADVENTURE -----</div> </div> <div> <b>Seek the Beast</b> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant -- Adventure</div> <div>Exile the top two cards of your library. Until your next end step, you may play those cards.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Questing Druid</b> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Human Druid</div> <div>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</div> <div>[sideboard]</div> <div> <div>1/1</div> </div> <div> <div>----- ADVENTURE -----</div> </div> <div> <b>Seek the Beast</b> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant -- Adventure</div> <div>Exile the top two cards of your library. Until your next end step, you may play those cards.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Torch the Tower</b> <div> <div>R</div> </div> </div> <div>Instant</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>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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