

## Burst Lightning

®

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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## Bushwhack

**G**

## Sorcery

Choose one --

- \* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
- \* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

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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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{T}: Add {R} or {G}.

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Creature -- Mouse Warrior

Haste  
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)  
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.

2/2

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**2/2**

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Creature -- Mouse Soldier

Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.

When this creature dies, it deals damage equal to its power to each opponent.

1/1

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| <b>Heartfire Hero</b> (R)<br>Creature -- Mouse Soldier<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, put a +1/+1 counter on it.<br>When this creature dies, it deals damage equal to its power to each opponent.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hired Claw</b> (R)<br>Creature -- Lizard Mercenary<br>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.<br>1/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                  | <b>Hired Claw</b> (R)<br>Creature -- Lizard Mercenary<br>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.<br>1/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                  | <b>Hired Claw</b> (R)<br>Creature -- Lizard Mercenary<br>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.<br>1/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                  |
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Playtest cards - GoblinBob - Standard (\$10K RCQ - Standard - SCG CON Atlanta - Sunday - 9:

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div> <b>Manifold Mouse</b> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Mouse Soldier</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.)<br/> At the beginning of combat on your turn, target Mouse you control gains your choice of double strike or trample until end of turn. </div> <div> <div>1/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Monstrous Rage</b> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Monstrous Rage</b> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Monstrous Rage</b> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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| <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>Royal Treatment</div> <div>Instant</div> <div>Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.)</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> | <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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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

## Thornspire Verge

Land

{T}: Add {R}.  
{T}: Add {G}. Activate only if you control a Mountain or a Forest.

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## Thornspire Verge

Land

{T}: Add {R}.  
{T}: Add {G}. Activate only if you control a Mountain or a Forest.

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Witchstalker Frenzy (3R)

Instant

This spell costs {1} less to cast for each creature that attacked this turn.  
Witchstalker Frenzy deals 5 damage to target creature.

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## Witchstalker Frenzy (3R)

Instant

This spell costs {1} less to cast  
for each creature that attacked this  
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Witchstalker Frenzy deals 5 damage  
to target creature.

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Lithomantic Barrage <sup>®</sup>

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Sorcery

This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.

[sidebar]

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## Pawpatch Formation (1)(G)

Instant

```
Choose one --
* Destroy target creature with
flying.
* Destroy target enchantment.
* Draw a card. Create a Food token.
(It's an artifact with "{2}, {1},
Sacrifice this token: You gain 3
life.")
```

```
[sidebar]
```

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## Pawpatch Formation (1)(G)

Instant

Choose one --

- \* Destroy target creature with flying.
- \* Destroy target enchantment.
- \* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

```
[sideboard]
```

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## Pick Your Poison (G)

|         |  |
|---------|--|
| Sorcery |  |
|---------|--|

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Choose one --
* Each opponent sacrifices an
  artifact of their choice.
* Each opponent sacrifices an
  enchantment of their choice.
* Each opponent sacrifices a
  creature with flying of their
  choice.
```

```
[sideboard]
```

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| <b>Pyroclasm</b> (1)(R)<br><hr/> Sorcery<br><hr/> Pyroclasm deals 2 damage to each creature.<br><br>[sideboard]                                                                                                                  | <b>Pyroclasm</b> (1)(R)<br><hr/> Sorcery<br><hr/> Pyroclasm deals 2 damage to each creature.<br><br>[sideboard]                                                                                                                  | <b>Questing Druid</b> (1)(G)<br><hr/> Creature -- Human Druid<br><hr/> Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.<br><br>[sideboard] <div>1/1</div> <hr/> - - - ADVENTURE - - - | <b>Questing Druid</b> (1)(G)<br><hr/> Creature -- Human Druid<br><hr/> Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.<br><br>[sideboard] <div>1/1</div> <hr/> - - - ADVENTURE - - -                                                                                                                       |
| <b>Scavenging Ooze</b> (1)(G)<br><hr/> Creature -- Ooze<br><hr/> {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.<br><br>[sideboard] <div>2/2</div> | <b>Scavenging Ooze</b> (1)(G)<br><hr/> Creature -- Ooze<br><hr/> {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.<br><br>[sideboard] <div>2/2</div> | <b>Scorching Dragonfire</b> (1)(R)<br><hr/> Instant<br><hr/> Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.<br><br>[sideboard]         | <b>Urabrask's Forge</b> (2)(R)<br><hr/> Artifact<br><hr/> At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.<br><br>[sideboard] |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                               | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                               | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                      | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                            |

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Urabrask's Forge</div> <div>2R</div> </div> <div>Artifact</div> <div> <p>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Urabrask's Forge</div> <div>2R</div> </div> <div>Artifact</div> <div> <p>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Witchstalker Frenzy</div> <div>3R</div> </div> <div>Instant</div> <div> <p>This spell costs {1} less to cast for each creature that attacked this turn. Witchstalker Frenzy deals 5 damage to target creature.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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