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| <div> <div>Abrade</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                     | <div> <div>Abrade</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                     | <div> <div>Burnout Bashtronaut</div> <div> <div>R</div> </div> </div> <div> <div>Creature -- Goblin Warrior</div> <div> 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. </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Burnout Bashtronaut</div> <div> <div>R</div> </div> </div> <div> <div>Creature -- Goblin Warrior</div> <div> 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. </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.

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**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

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① R

Lightning Strike deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lightning Strike deals 3 damage to
any target.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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><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>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>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>Nova Hellkite</div><div>3RR</div><div>Creature -- Dragon</div><div>Flying, haste<br/>When this creature enters, it deals 1 damage to target creature an opponent controls.<br/>Warp {2}{R} (You may cast this card from your hand for its warp cost.<br/>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nova Hellkite</div><div>3RR</div><div>Creature -- Dragon</div><div>Flying, haste<br/>When this creature enters, it deals 1 damage to target creature an opponent controls.<br/>Warp {2}{R} (You may cast this card from your hand for its warp cost.<br/>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nova Hellkite</div><div>3RR</div><div>Creature -- Dragon</div><div>Flying, haste<br/>When this creature enters, it deals 1 damage to target creature an opponent controls.<br/>Warp {2}{R} (You may cast this card from your hand for its warp cost.<br/>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Nova Hellkite</b> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div>           Creature -- Dragon         </div> <div> <p>             Flying, haste<br/>             When this creature enters, it deals 1 damage to target creature an opponent controls.<br/>             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.)           </p> </div> <div> <div>4/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Razorkin Needlehead</b> <div> <div>R</div> <div>R</div> </div> </div> <div>           Creature -- Human Assassin         </div> <div> <p>             This creature has first strike during your turn.<br/>             Whenever an opponent draws a card, this creature deals 1 damage to them.           </p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                   | <div> <b>Razorkin Needlehead</b> <div> <div>R</div> <div>R</div> </div> </div> <div>           Creature -- Human Assassin         </div> <div> <p>             This creature has first strike during your turn.<br/>             Whenever an opponent draws a card, this creature deals 1 damage to them.           </p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                   | <div> <b>Razorkin Needlehead</b> <div> <div>R</div> <div>R</div> </div> </div> <div>           Creature -- Human Assassin         </div> <div> <p>             This creature has first strike during your turn.<br/>             Whenever an opponent draws a card, this creature deals 1 damage to them.           </p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                   |
| <div> <b>Razorkin Needlehead</b> <div> <div>R</div> <div>R</div> </div> </div> <div>           Creature -- Human Assassin         </div> <div> <p>             This creature has first strike during your turn.<br/>             Whenever an opponent draws a card, this creature deals 1 damage to them.           </p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                              | <div> <b>Sarkhan, Dragon Ascendant</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Legendary Creature -- Human Druid         </div> <div> <p>             When Sarkhan enters, you may behold a Dragon. If you do, create a Treasure token. (To behold a Dragon, choose a Dragon you control or reveal a Dragon card from your hand.)<br/>             Whenever a Dragon you control enters, put a +1/+1 counter on Sarkhan. Until end of turn, Sarkhan becomes a Dragon in addition to its other types and gains flying.           </p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Sarkhan, Dragon Ascendant</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Legendary Creature -- Human Druid         </div> <div> <p>             When Sarkhan enters, you may behold a Dragon. If you do, create a Treasure token. (To behold a Dragon, choose a Dragon you control or reveal a Dragon card from your hand.)<br/>             Whenever a Dragon you control enters, put a +1/+1 counter on Sarkhan. Until end of turn, Sarkhan becomes a Dragon in addition to its other types and gains flying.           </p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Sarkhan, Dragon Ascendant</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Legendary Creature -- Human Druid         </div> <div> <p>             When Sarkhan enters, you may behold a Dragon. If you do, create a Treasure token. (To behold a Dragon, choose a Dragon you control or reveal a Dragon card from your hand.)<br/>             Whenever a Dragon you control enters, put a +1/+1 counter on Sarkhan. Until end of turn, Sarkhan becomes a Dragon in addition to its other types and gains flying.           </p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <p><b>Sarkhan, Dragon Ascendant</b> (1)(R)</p> <p>Legendary Creature -- Human Druid</p> <p>When Sarkhan enters, you may behold a Dragon. If you do, create a Treasure token. (To behold a Dragon, choose a Dragon you control or reveal a Dragon card from your hand.)</p> <p>Whenever a Dragon you control enters, put a +1/+1 counter on Sarkhan. Until end of turn, Sarkhan becomes a Dragon in addition to its other types and gains flying.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Screaming Nemesis</b> (2)(R)</p> <p>Creature -- Spirit</p> <p>Haste</p> <p>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.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Screaming Nemesis</b> (2)(R)</p> <p>Creature -- Spirit</p> <p>Haste</p> <p>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.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Screaming Nemesis</b> (2)(R)</p> <p>Creature -- Spirit</p> <p>Haste</p> <p>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.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Screaming Nemesis</b> (2)(R)</p> <p>Creature -- Spirit</p> <p>Haste</p> <p>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.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                     | <p><b>Soulstone Sanctuary</b></p> <p>Land</p> <p>{T}: Add {C}.</p> <p>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                        | <p><b>Soulstone Sanctuary</b></p> <p>Land</p> <p>{T}: Add {C}.</p> <p>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                        | <p><b>Soulstone Sanctuary</b></p> <p>Land</p> <p>{T}: Add {C}.</p> <p>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                        |

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| <div> <b>Twinmaw Stormbrood</b> <span>(5)(W)</span> </div> <div>           Creature -- Dragon         </div> <div>           Flying<br/>           When this creature enters, you gain 5 life.         </div> <div> <div>5/4</div> </div> <div>           --- ADVENTURE ---         </div> <div> <b>Charring Bite</b> <span>(1)(R)</span> </div> <div>           Sorcery -- Omen         </div> <div>           Charring Bite deals 5 damage to target creature without flying. (Then shuffle this card into its owner's library.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Twinmaw Stormbrood</b> <span>(5)(W)</span> </div> <div>           Creature -- Dragon         </div> <div>           Flying<br/>           When this creature enters, you gain 5 life.         </div> <div> <div>5/4</div> </div> <div>           --- ADVENTURE ---         </div> <div> <b>Charring Bite</b> <span>(1)(R)</span> </div> <div>           Sorcery -- Omen         </div> <div>           Charring Bite deals 5 damage to target creature without flying. (Then shuffle this card into its owner's library.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Twinmaw Stormbrood</b> <span>(5)(W)</span> </div> <div>           Creature -- Dragon         </div> <div>           Flying<br/>           When this creature enters, you gain 5 life.         </div> <div> <div>5/4</div> </div> <div>           --- ADVENTURE ---         </div> <div> <b>Charring Bite</b> <span>(1)(R)</span> </div> <div>           Sorcery -- Omen         </div> <div>           Charring Bite deals 5 damage to target creature without flying. (Then shuffle this card into its owner's library.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                            | <div> <b>Twinmaw Stormbrood</b> <span>(5)(W)</span> </div> <div>           Creature -- Dragon         </div> <div>           Flying<br/>           When this creature enters, you gain 5 life.         </div> <div> <div>5/4</div> </div> <div>           --- ADVENTURE ---         </div> <div> <b>Charring Bite</b> <span>(1)(R)</span> </div> <div>           Sorcery -- Omen         </div> <div>           Charring Bite deals 5 damage to target creature without flying. (Then shuffle this card into its owner's library.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                            |
| <div> <b>Abrade</b> <span>(1)(R)</span> </div> <div>           Instant         </div> <div>           Choose one --<br/>           * Abrade deals 3 damage to target creature.<br/>           * Destroy target artifact.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                | <div> <b>Abrade</b> <span>(1)(R)</span> </div> <div>           Instant         </div> <div>           Choose one --<br/>           * Abrade deals 3 damage to target creature.<br/>           * Destroy target artifact.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                | <div> <b>Chandra, Spark Hunter</b> <span>(3)(R)</span> </div> <div>           Legendary Planeswalker -- Chandra         </div> <div>           At the beginning of combat on your turn, choose up to one target Vehicle you control. Until end of turn, it becomes an artifact creature and gains haste.<br/>           [+2]: You may sacrifice an artifact or discard a card. If you do, draw a card.<br/>           [0]: Create a 3/2 colorless Vehicle artifact token with crew 1.<br/>           [-7]: You get an emblem with "Whenever an artifact you control enters, this emblem deals 3 damage to any target."         </div> <div>           [sideboard]         </div> <div> <div>L 4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Chandra, Spark Hunter</b> <span>(3)(R)</span> </div> <div>           Legendary Planeswalker -- Chandra         </div> <div>           At the beginning of combat on your turn, choose up to one target Vehicle you control. Until end of turn, it becomes an artifact creature and gains haste.<br/>           [+2]: You may sacrifice an artifact or discard a card. If you do, draw a card.<br/>           [0]: Create a 3/2 colorless Vehicle artifact token with crew 1.<br/>           [-7]: You get an emblem with "Whenever an artifact you control enters, this emblem deals 3 damage to any target."         </div> <div>           [sideboard]         </div> <div> <div>L 4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <div><div>Fire Magic</div><div><div>R</div></div></div> <div>Instant</div> <div>Tiered (Choose one additional cost.)<br/>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.<br/>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.<br/>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.</div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Fire Magic</div><div><div>R</div></div></div> <div>Instant</div> <div>Tiered (Choose one additional cost.)<br/>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.<br/>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.<br/>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.</div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                | <div><div>Magebane Lizard</div><div><div>1</div><div>R</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><div>1/4</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                           | <div><div>Magebane Lizard</div><div><div>1</div><div>R</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><div>1/4</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                           |
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| <div> <div>Sunspine Lynx2RR</div> <div>Creature -- Elemental Cat</div> <div> <p>Players can't gain life.<br/>Damage can't be prevented.<br/>When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.</p> <p>[sideboard]</p> </div> <div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Vengeful Possession2R</div> <div>Sorcery</div> <div> <p>Gain control of target creature until end of turn. Untap it. It gains haste until end of turn. You may discard a card. If you do, draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Vengeful Possession2R</div> <div>Sorcery</div> <div> <p>Gain control of target creature until end of turn. Untap it. It gains haste until end of turn. You may discard a card. If you do, draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |  |
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