

®

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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

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

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.



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| <div><div><div>Hired Claw</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><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hired Claw</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><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hired Claw</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><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hired Claw</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><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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><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><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><div><div>Manifold Mouse</div><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><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <b>Manifold Mouse</b> (1)(R)<br>Creature -- Mouse Soldier<br>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.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Manifold Mouse</b> (1)(R)<br>Creature -- Mouse Soldier<br>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.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Manifold Mouse</b> (1)(R)<br>Creature -- Mouse Soldier<br>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.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Monastery Swiftspear</b> (R)<br>Creature -- Human Monk<br>Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                     |
| <b>Monastery Swiftspear</b> (R)<br>Creature -- Human Monk<br>Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                            | <b>Monastery Swiftspear</b> (R)<br>Creature -- Human Monk<br>Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                            | <b>Monastery Swiftspear</b> (R)<br>Creature -- Human Monk<br>Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                            | <b>Monstrous Rage</b> (R)<br>Instant<br>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.)<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - 416FrowningTable - Standard (Standard League)

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><div>Monstrous Rage</div><div>R</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Monstrous Rage</div><div>R</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Monstrous Rage</div><div>R</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                   | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                   | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                   | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <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><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></div> | <div><div>Rockface Village</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R}. Spend this mana only to cast a creature spell.<br/>{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> | <div><div>Rockface Village</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R}. Spend this mana only to cast a creature spell.<br/>{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> | <div><div>Rockface Village</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R}. Spend this mana only to cast a creature spell.<br/>{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> |

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| <b>Rockface Village</b><br>Land<br>{T}: Add {C}.<br>{T}: Add {R}. Spend this mana only to cast a creature spell.<br>{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.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Screaming Nemesis</b> 2R<br>Creature -- Spirit<br>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.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Screaming Nemesis</b> 2R<br>Creature -- Spirit<br>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.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Screaming Nemesis</b> 2R<br>Creature -- Spirit<br>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.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Screaming Nemesis</b> 2R<br>Creature -- Spirit<br>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.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                   | <b>Thornspire Verge</b><br>Land<br>{T}: Add {R}.<br>{T}: Add {G}. Activate only if you control a Mountain or a Forest.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                    | <b>Thornspire Verge</b><br>Land<br>{T}: Add {R}.<br>{T}: Add {G}. Activate only if you control a Mountain or a Forest.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                    | <b>Thornspire Verge</b><br>Land<br>{T}: Add {R}.<br>{T}: Add {G}. Activate only if you control a Mountain or a Forest.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                    |

Playtest cards - 416FrowningTable - Standard (Standard League)

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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.

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| <div><div>Thornspire Verge</div><div>Land</div><div><div>{T}: Add {R}.</div><div>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                   | <div><div>Witchstalker Frenzy3R</div><div>Instant</div><div><div>This spell costs {1} less to cast for each creature that attacked this turn.</div><div>Witchstalker Frenzy deals 5 damage to target creature.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Witchstalker Frenzy3R</div><div>Instant</div><div><div>This spell costs {1} less to cast for each creature that attacked this turn.</div><div>Witchstalker Frenzy deals 5 damage to target creature.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                        | <div><div>Witchstalker Frenzy3R</div><div>Instant</div><div><div>This spell costs {1} less to cast for each creature that attacked this turn.</div><div>Witchstalker Frenzy deals 5 damage to target creature.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                        |
| <div><div>Ghost Vacuum1</div><div>Artifact</div><div><div>{T}: Exile target card from a graveyard.</div><div>{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.</div></div></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Karplusan Forest</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                  | <div><div>Lithomantic BarrageR</div><div>Sorcery</div><div><div>This spell can't be countered.</div><div>Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</div></div></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Lithomantic BarrageR</div><div>Sorcery</div><div><div>This spell can't be countered.</div><div>Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</div></div></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Pawpatch Formation</b> <div> <div>1</div> <div>G</div> </div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target creature with flying.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</li> </ul> </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> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target creature with flying.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")</li> </ul> </div> <div>[sideboard]</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> <p>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</p> </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> <p>Exile the top two cards of your library. Until your next end step, you may play those cards.</p> </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> <p>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</p> </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> <p>Exile the top two cards of your library. Until your next end step, you may play those cards.</p> </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> <p>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</p> </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> <p>Exile the top two cards of your library. Until your next end step, you may play those cards.</p> </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> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>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.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>[sideboard]</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> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>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.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>[sideboard]</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> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>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.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                  |

Playtest cards - 416FrowningTable - Standard (Standard League)

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

②R

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.

Create a Wicked Role token attached to up to one target creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)

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