

®

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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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Emberheart Challenger <sup>①</sup> <sup>Ⓜ</sup>

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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## Emberheart Challenger ①Ⓡ

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| <b>Heartfire Hero</b> <span>(R)</span><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><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Heartfire Hero</b> <span>(R)</span><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><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Heartfire Hero</b> <span>(R)</span><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><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Heartfire Hero</b> <span>(R)</span><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><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Hired Claw</b> <span>(R)</span><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><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         | <b>Hired Claw</b> <span>(R)</span><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><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         | <b>Hired Claw</b> <span>(R)</span><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><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         | <b>Hired Claw</b> <span>(R)</span><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><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         |

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| <div><div>Lightning Strike</div><div><div>1</div><div>R</div></div></div> <div>Instant</div> <div>Lightning Strike deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                   | <div><div>Lightning Strike</div><div><div>1</div><div>R</div></div></div> <div>Instant</div> <div>Lightning Strike deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                   | <div><div>Lightning Strike</div><div><div>1</div><div>R</div></div></div> <div>Instant</div> <div>Lightning Strike deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                   | <div><div>Lightning Strike</div><div><div>1</div><div>R</div></div></div> <div>Instant</div> <div>Lightning Strike deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                   |
| <div><div>Manifold Mouse</div><div><div>1</div><div>R</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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Manifold Mouse</div><div><div>1</div><div>R</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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Manifold Mouse</div><div><div>1</div><div>R</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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Manifold Mouse</div><div><div>1</div><div>R</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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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

Land

{T}: Add {C}.  
{T}: Add {R}. Spend this mana only  
to cast a creature spell.  
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②③

Creature -- Spirit

Haste  
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.

3/3

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②R

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

**3/3**

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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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| <div><div><div>Soulstone Sanctuary</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                       | <div><div><div>Witchstalker Frenzy</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                              | <div><div><div>Witchstalker Frenzy</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                              | <div><div><div>Witchstalker Frenzy</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Lithomantic Barrage</div><div>Sorcery</div><div><div>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.</div><div>[sideboard]</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Lithomantic Barrage</div><div>Sorcery</div><div><div>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.</div><div>[sideboard]</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Lithomantic Barrage</div><div>Sorcery</div><div><div>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.</div><div>[sideboard]</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pyroclasm</div><div>Sorcery</div><div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                        |

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| <div> <div>Sunspine Lynx</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> </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>5/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                       | <div> <div>Sunspine Lynx</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> </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>5/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                       | <div> <div>Sunspine Lynx</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> </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>5/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                       | <div> <div>Sunspine Lynx</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> </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>5/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                       |
| <div> <div>Torch the Tower</div> <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.)<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.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Torch the Tower</div> <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.)<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.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Torch the Tower</div> <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.)<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.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Torch the Tower</div> <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.)<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.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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