

## 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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## Den of the Bugbear

Land

If you control two or more other lands, this land enters tapped.

{T}: Add {R}.

{3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

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## Emberheart Challenger ①Ⓡ

①R

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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| <div> <b>Emberheart Challenger</b> <span>1</span> <span>R</span> </div> <div>           Creature -- Mouse Warrior         </div> <div> <p>Haste</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>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.</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <div>botbox.dev</div> </div>                                               | <div> <b>Emberheart Challenger</b> <span>1</span> <span>R</span> </div> <div>           Creature -- Mouse Warrior         </div> <div> <p>Haste</p> <p>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> <p>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.</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <div>botbox.dev</div> </div>                                               | <div> <b>Kumano Faces Kakkazan</b> <span>R</span> </div> <div>           Enchantment -- Saga         </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.</p> <p>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <div>botbox.dev</div> </div> | <div> <b>Kumano Faces Kakkazan</b> <span>R</span> </div> <div>           Enchantment -- Saga         </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.</p> <p>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <div>botbox.dev</div> </div> |
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| <div>Monastery Swiftspear</div> <div>Ⓜ</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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div>Monastery Swiftspear</div> <div>Ⓜ</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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div>Monastery Swiftspear</div> <div>Ⓜ</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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div>Monastery Swiftspear</div> <div>Ⓜ</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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     |
| <div>Monstrous Rage</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Monstrous Rage</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Monstrous Rage</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Monstrous Rage</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> |
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| <p><b>Screaming Nemesis</b> (2)(R)</p> <p>Creature -- Spirit</p> <p>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.</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<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.</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<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.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Sokenzan, Crucible of Defiance</b></p> <p>Legendary Land</p> <p>{T}: Add {R}.<br/>Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Soul-Scar Mage</b> (R)</p> <p>Creature -- Human Wizard</p> <p>Prowess<br/>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                            | <p><b>Soul-Scar Mage</b> (R)</p> <p>Creature -- Human Wizard</p> <p>Prowess<br/>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                            | <p><b>Soul-Scar Mage</b> (R)</p> <p>Creature -- Human Wizard</p> <p>Prowess<br/>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                            | <p><b>Soul-Scar Mage</b> (R)</p> <p>Creature -- Human Wizard</p> <p>Prowess<br/>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                          |

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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> </div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <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> </div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>The Legend of Roku2RR</div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Exile the top three cards of your library. Until the end of your next turn, you may play those cards.<br/>II -- Add one mana of any color.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>The Legend of Roku2RR</div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Exile the top three cards of your library. Until the end of your next turn, you may play those cards.<br/>II -- Add one mana of any color.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Magebane Lizard1R</div> <div>Creature -- Lizard</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>             | <div> <div>Magebane Lizard1R</div> <div>Creature -- Lizard</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>             | <div> <div>Magebane Lizard1R</div> <div>Creature -- Lizard</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                | <div> <div>Pyroclasm1R</div> <div>Sorcery</div> <div> <p>Pyroclasm deals 2 damage to each creature.</p> <p>[sideboard]</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                  |

Playtest cards - roarmen - Pioneer v3 Group 29F7D1 (Lightning Strike, The Legend of Roku) sheet 9/10 - 8 cards - 2.5 x 3.5 in each  
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.

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| <div> <b>Soul-Guide Lantern</b> <div>1</div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Sunspine Lynx</b> <div>2RR</div> </div> <div>Creature -- Elemental Cat</div> <div> <p>Players can't gain life.</p> <p>Damage can't be prevented.</p> <p>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> <b>Sunspine Lynx</b> <div>2RR</div> </div> <div>Creature -- Elemental Cat</div> <div> <p>Players can't gain life.</p> <p>Damage can't be prevented.</p> <p>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> |  |
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