

Bloodthirsty Adversary ①Ⓜ

Creature -- Vampire

Haste
When this creature enters, you may pay {2}{R} any number of times. When you pay this cost one or more times, put that many +1/+1 counters on this creature, then exile up to that many target instant and/or sorcery cards with mana value 3 or less from your graveyard and copy them. You may cast any number of the copies without paying their mana costs.

2/2

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Charming Scoundrel (1) (R)

Creature -- Human Rogue

Haste
When this creature enters, choose one --

- * Discard a card, then draw a card.
- * Create a Treasure token.
- * Create a Wicked Role token attached to target creature you control.

1/1

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Furnace Punisher (2) (R)

Creature -- Phyrexian Warrior

Menace
At the beginning of each player's upkeep, this creature deals 2 damage to that player unless they control two or more basic lands.

3/3

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Generous Plunderer (1) (R)

Creature -- Human Rogue

Menace
At the beginning of your upkeep, you may create a Treasure token. When you do, target opponent creates a tapped Treasure token.
Whenever this creature attacks, it deals damage to defending player equal to the number of artifacts they control.

2/2

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Playtest cards - Lord Beerus - Standard (Standard Challenge 32)

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 2/10 - 8 cards - 2.5 x 3.5 in each

<div> <div>Kumano Faces Kakkazan</div> <div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.) I -- This Saga deals 1 damage to each opponent and each planeswalker they control. II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> </div> <div> <div>Etching of Kumano</div> <div> <div>Enchantment Creature -- Human Shaman</div> <div> <p>Haste If a creature dealt damage this turn by a source you controlled would die, exile it instead.</p> </div> </div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Kumano Faces Kakkazan</div> <div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.) I -- This Saga deals 1 damage to each opponent and each planeswalker they control. II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> </div> <div> <div>Etching of Kumano</div> <div> <div>Enchantment Creature -- Human Shaman</div> <div> <p>Haste If a creature dealt damage this turn by a source you controlled would die, exile it instead.</p> </div> </div> <div>2/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Lightning Strike</div> <div> <div>Instant</div> <div> <p>Lightning Strike deals 3 damage to any target.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Lightning Strike</div> <div> <div>Instant</div> <div> <p>Lightning Strike deals 3 damage to any target.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Mishra's Foundry</div> <div> <div>Land</div> <div> <p>{T}: Add {C}. {2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Mishra's Foundry</div> <div> <div>Land</div> <div> <p>{T}: Add {C}. {2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Mishra's Foundry</div> <div> <div>Land</div> <div> <p>{T}: Add {C}. {2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Monastery Swiftspear</div> <div> <div>Creature -- Human Monk</div> <div> <p>Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</p> </div> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div>Monastery Swiftspear</div> <div>Ⓜ</div> <div>Creature -- Human Monk</div> <div>Haste 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 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 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>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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Phoenix Chick (R) Creature -- Phoenix Flying, haste This creature can't block. Whenever you attack with three or more creatures, you may pay {R}{R}. If you do, return this card from your graveyard to the battlefield tapped and attacking with a +1/+1 counter on it. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Play with Fire (R) Instant Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Play with Fire (R) Instant Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Play with Fire (R) Instant Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. 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. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squee, Dubious Monarch (2)(R) Legendary Creature -- Goblin Noble Haste Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking. You may cast this card from your graveyard by paying {3}{R} and exiling four other cards from your graveyard rather than paying its mana cost. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squee, Dubious Monarch (2)(R) Legendary Creature -- Goblin Noble Haste Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking. You may cast this card from your graveyard by paying {3}{R} and exiling four other cards from your graveyard rather than paying its mana cost. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stingerback Terror (2)(R)(R) Creature -- Scorpion Dragon Flying, trample This creature gets -1/-1 for each card in your hand. Plot {2}{R} (You may pay {2}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) <div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thundering Raiju (2)(R)(R) Creature -- Spirit <hr/> Haste Whenever this creature attacks, put a +1/+1 counter on target creature you control. Then this creature deals X damage to each opponent, where X is the number of modified creatures you control other than this creature. (Equipment, Auras you control, and counters are modifications.) <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Thundering Raiju (2)(R)(R) Creature -- Spirit <hr/> Haste Whenever this creature attacks, put a +1/+1 counter on target creature you control. Then this creature deals X damage to each opponent, where X is the number of modified creatures you control other than this creature. (Equipment, Auras you control, and counters are modifications.) <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Witchstalker Frenzy (3)(R) Instant <hr/> This spell costs {1} less to cast for each creature that attacked this turn. Witchstalker Frenzy deals 5 damage to target creature. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Witchstalker Frenzy (3)(R) Instant <hr/> This spell costs {1} less to cast for each creature that attacked this turn. Witchstalker Frenzy deals 5 damage to target creature. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Furnace Punisher (2)(R) Creature -- Phyrexian Warrior <hr/> Menace At the beginning of each player's upkeep, this creature deals 2 damage to that player unless they control two or more basic lands. [sideboard] <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Geological Appraiser (2)(R)(R) Creature -- Human Artificer <hr/> When this creature enters, if you cast it, discover 3. (Exile cards from the top of your library until you exile a nonland card with mana value 3 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.) [sideboard] <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Geological Appraiser (2)(R)(R) Creature -- Human Artificer <hr/> When this creature enters, if you cast it, discover 3. (Exile cards from the top of your library until you exile a nonland card with mana value 3 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.) [sideboard] <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Lithomantic Barrage (R) Sorcery <hr/> 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. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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<div><div><div><div><div><div></div><div>Shock</div><div><div>R</div></div></div></div><div>Instant</div><div><div><div><div></div><div>Shock deals 2 damage to any target.</div></div></div><div>[sideboard]</div></div></div></div></div>	<div><div><div><div><div><div></div><div>Urabrask's Forge</div><div><div>2R</div></div></div></div><div>Artifact</div><div><div><div><div></div><div>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.</div></div></div><div>[sideboard]</div></div></div></div></div>	<div><div><div><div><div><div></div><div>Urabrask's Forge</div><div><div>2R</div></div></div></div><div>Artifact</div><div><div><div><div></div><div>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.</div></div></div><div>[sideboard]</div></div></div></div></div>	<div><div><div><div><div><div></div><div>Urabrask's Forge</div><div><div>2R</div></div></div></div><div>Artifact</div><div><div><div><div></div><div>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.</div></div></div><div>[sideboard]</div></div></div></div></div>
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<div> <div>Urabrask's Forge</div> <div> <div>2</div> <div>R</div> </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> <div>3</div> <div>R</div> </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>	<div> <div>Witchstalker Frenzy</div> <div> <div>3</div> <div>R</div> </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>	