

① R

Prowess, haste
Disguise {5}{R}. This cost is reduced by {1} for each instant and sorcery card in your graveyard. (You may cast this card face down for {3} as a 2/2 creature with haste {2}. Turn it face up any time for its disguise cost.)
When this creature is turned face up, discard your hand, then draw three cards.

2/1

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① R R

Haste
Celebration -- As long as two or more nonland permanents entered the battlefield under your control this turn, Goddric is a Dragon with base power and toughness 4/4, flying, and "{R}: Dragons you control get +1/+0 until end of turn." (He loses all other creature types.)

3/3

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®

(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.

- - - BACK FACE - - -

Haste
If a creature dealt damage this turn by a source you controlled would die, exile it instead.

2/2

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sheet 2/10 - 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.

<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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Mishra's Foundry</div> </div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div> <div>{1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Mishra's Foundry</div> </div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div> <div>{1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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<div><div><div>Sokenzan, Crucible of Defiance</div></div><div>Legendary Land</div><div>{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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Urabrask's Forge</div><div>2R</div></div><div>Artifact</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Urabrask's Forge</div><div>2R</div></div><div>Artifact</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Urabrask's Forge</div><div>2R</div></div><div>Artifact</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Witchstalker Frenzy</div><div>3R</div></div> <div>Instant</div> <div><p>This spell costs {1} less to cast for each creature that attacked this turn.</p><p>Witchstalker Frenzy deals 5 damage to target creature.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Witchstalker Frenzy</div><div>3R</div></div> <div>Instant</div> <div><p>This spell costs {1} less to cast for each creature that attacked this turn.</p><p>Witchstalker Frenzy deals 5 damage to target creature.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Witchstalker Frenzy</div><div>3R</div></div> <div>Instant</div> <div><p>This spell costs {1} less to cast for each creature that attacked this turn.</p><p>Witchstalker Frenzy deals 5 damage to target creature.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Witchstalker Frenzy</div><div>3R</div></div> <div>Instant</div> <div><p>This spell costs {1} less to cast for each creature that attacked this turn.</p><p>Witchstalker Frenzy deals 5 damage to target creature.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Cemetery Gatekeeper</div><div>1R</div></div> <div>Creature -- Vampire</div> <div><p>First strike</p><p>When this creature enters, exile a card from a graveyard.</p><p>Whenever a player plays a land or casts a spell, if it shares a card type with the exiled card, this creature deals 2 damage to that player.</p></div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Cemetery Gatekeeper</div><div>1R</div></div> <div>Creature -- Vampire</div> <div><p>First strike</p><p>When this creature enters, exile a card from a graveyard.</p><p>Whenever a player plays a land or casts a spell, if it shares a card type with the exiled card, this creature deals 2 damage to that player.</p></div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Cemetery Gatekeeper</div><div>1R</div></div> <div>Creature -- Vampire</div> <div><p>First strike</p><p>When this creature enters, exile a card from a graveyard.</p><p>Whenever a player plays a land or casts a spell, if it shares a card type with the exiled card, this creature deals 2 damage to that player.</p></div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>End the Festivities</div><div>R</div></div> <div>Sorcery</div> <div><p>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</p></div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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