

Bloodthirsty Adversary ①② 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. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodthirsty Adversary ①② 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. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodthirsty Adversary ①② 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. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodthirsty Adversary ①② 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. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Charming Scoundrel ①② 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Charming Scoundrel ①② 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Charming Scoundrel ①② 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Charming Scoundrel ①② 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Feldon, Ronom Excavator 1 R </div> <div> Legendary Creature -- Human Artificer </div> <div> <p>Haste</p> <p>Feldon can't block.</p> <p>Whenever Feldon is dealt damage, exile that many cards from the top of your library. Choose one of them.</p> <p>Until the end of your next turn, you may play that card.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Feldon, Ronom Excavator 1 R </div> <div> Legendary Creature -- Human Artificer </div> <div> <p>Haste</p> <p>Feldon can't block.</p> <p>Whenever Feldon is dealt damage, exile that many cards from the top of your library. Choose one of them.</p> <p>Until the end of your next turn, you may play that card.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Goddric, Cloaked Reveler 1 R R </div> <div> Legendary Creature -- Human Noble </div> <div> <p>Haste</p> <p>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.)</p> </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Kumano Faces Kakkazan R </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 botbox.dev </div>
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Lightning Strike

① R

Instant

Lightning Strike deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Strike

①②

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Mishra's Foundry

Land

```
{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.
```

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monastery Swiftspear

®

Creature -- Human Monk

Haste
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

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Playtest cards - Brunninho - 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 3/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Monastery Swiftspear</div><div>Ⓜ</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><div>1/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Monastery Swiftspear</div><div>Ⓜ</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><div>1/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div> Play with Fire (R) </div> <div> Instant </div> <div> <p>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.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Scorching Shot (R)(R) </div> <div> Sorcery </div> <div> <p>Scorching Shot deals 5 damage to target creature.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Scorching Shot (R)(R) </div> <div> Sorcery </div> <div> <p>Scorching Shot deals 5 damage to target creature.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Scorching Shot (R)(R) </div> <div> Sorcery </div> <div> <p>Scorching Shot deals 5 damage to target creature.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Sokenzan, Crucible of Defiance </div> <div> Legendary Land </div> <div> <p>{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.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Squee, Dubious Monarch (2)(R) </div> <div> Legendary Creature -- Goblin Noble </div> <div> <p>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.</p> </div> <div> <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Urabrask's Forge (2)(R) </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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Urabrask's Forge (2)(R) </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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

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<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>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>Witchstalker Frenzy</div><div>3R</div></div> <div>Instant</div> <div>This spell costs {1} less to cast for each creature that attacked this turn. Witchstalker Frenzy deals 5 damage to target creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Witchstalker Frenzy</div><div>3R</div></div> <div>Instant</div> <div>This spell costs {1} less to cast for each creature that attacked this turn. Witchstalker Frenzy deals 5 damage to target creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>End the Festivities</div><div>R</div></div> <div>Sorcery</div> <div>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>End the Festivities</div><div>R</div></div> <div>Sorcery</div> <div>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>End the Festivities</div><div>R</div></div> <div>Sorcery</div> <div>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Furnace Punisher</div><div>2R</div></div> <div>Creature -- Phyrexian Warrior</div> <div>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.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> Furnace Punisher 2R </div> <div> Creature -- Phyrexian Warrior </div> <div> <p>Menace</p> <p>At the beginning of each player's upkeep, this creature deals 2 damage to that player unless they control two or more basic lands.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Koth, Fire of Resistance 2RR </div> <div> Legendary Planeswalker -- Koth </div> <div> <p>[+2]: Search your library for a basic Mountain card, reveal it, put it into your hand, then shuffle.</p> <p>[-3]: Koth deals damage to target creature equal to the number of Mountains you control.</p> <p>[-7]: You get an emblem with "Whenever a Mountain you control enters, this emblem deals 4 damage to any target."</p> <p>[sideboard]</p> </div> <div> <div>L 4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Koth, Fire of Resistance 2RR </div> <div> Legendary Planeswalker -- Koth </div> <div> <p>[+2]: Search your library for a basic Mountain card, reveal it, put it into your hand, then shuffle.</p> <p>[-3]: Koth deals damage to target creature equal to the number of Mountains you control.</p> <p>[-7]: You get an emblem with "Whenever a Mountain you control enters, this emblem deals 4 damage to any target."</p> <p>[sideboard]</p> </div> <div> <div>L 4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Lithomantic Barrage R </div> <div> Sorcery </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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<div> Soul-Guide Lantern ① </div> <hr/> <div>Artifact</div> <hr/> <p>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> The Elder Dragon War ②ⓂⓂ </div> <hr/> <div>Enchantment -- Saga</div> <hr/> <p>Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.) I -- This Saga deals 2 damage to each creature and each opponent. II -- Discard any number of cards, then draw that many cards. III -- Create a 4/4 red Dragon creature token with flying.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> The Elder Dragon War ②ⓂⓂ </div> <hr/> <div>Enchantment -- Saga</div> <hr/> <p>Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.) I -- This Saga deals 2 damage to each creature and each opponent. II -- Discard any number of cards, then draw that many cards. III -- Create a 4/4 red Dragon creature token with flying.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	