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| <div> <b>Goddric, Cloaked Reveler</b> <span>1</span><span>R</span><span>R</span> </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, Godddric is a Dragon with base power and toughness 4/4, flying, and "{R}: Dragons you control get +1/+0 until end of turn." (It loses all other creature types.)</p> </div> <div> <div>3/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                               | <div> <b>Goddric, Cloaked Reveler</b> <span>1</span><span>R</span><span>R</span> </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, Godddric is a Dragon with base power and toughness 4/4, flying, and "{R}: Dragons you control get +1/+0 until end of turn." (It loses all other creature types.)</p> </div> <div> <div>3/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </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    botbox.dev         </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    botbox.dev         </div> |
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| <div> <div>Lightning Strike</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div>Lightning Strike deals 3 damage to any target.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                  | <div> <div>Mishra's Foundry</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Mishra's Foundry</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Mishra's Foundry</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Monastery Swiftspear</div> <div> <div>R</div> </div> </div> <div> <div>Creature -- Human Monk</div> <div> <div>Haste</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> </div> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Monastery Swiftspear</div> <div> <div>R</div> </div> </div> <div> <div>Creature -- Human Monk</div> <div> <div>Haste</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> </div> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                      | <div> <div>Monastery Swiftspear</div> <div> <div>R</div> </div> </div> <div> <div>Creature -- Human Monk</div> <div> <div>Haste</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> </div> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                      | <div> <div>Monastery Swiftspear</div> <div> <div>R</div> </div> </div> <div> <div>Creature -- Human Monk</div> <div> <div>Haste</div> <div>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> </div> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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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| <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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## Mountain

Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Obliterating Bolt

① R

Sorcery

Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Obliterating Bolt (1) (R)

① R

## Sorcery

Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Phoenix Chick** <sup>®</sup>

®

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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phoenix Chick <sup>®</sup>

®

Creature -- Phoenix

Flying, haste  
This creature can't block.  
Whenever you attack with three or more creatures, you may pay {R}. If you do, return this card from your graveyard to the battlefield tapped and attacking with a +1/+1 counter on it.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phoenix Chick <sup>®</sup>

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Creature -- Phoenix

Flying, haste  
This creature can't block.  
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your graveyard to the battlefield  
tapped and attacking with a +1/+1  
counter on it.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Solidsnake408 - 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 6/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Phoenix Chick</b> (R)<br>Creature -- Phoenix<br>Flying, haste<br>This creature can't block.<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                          | <b>Play with Fire</b> (R)<br>Instant<br>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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                     | <b>Play with Fire</b> (R)<br>Instant<br>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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                     | <b>Sokenzan, Crucible of Defiance</b><br>Legendary Land<br>{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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                              |
| <b>Squee, Dubious Monarch</b> (2)(R)<br>Legendary Creature -- Goblin Noble<br>Haste<br>Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking.<br>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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Squee, Dubious Monarch</b> (2)(R)<br>Legendary Creature -- Goblin Noble<br>Haste<br>Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking.<br>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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Squee, Dubious Monarch</b> (2)(R)<br>Legendary Creature -- Goblin Noble<br>Haste<br>Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking.<br>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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Squee, Dubious Monarch</b> (2)(R)<br>Legendary Creature -- Goblin Noble<br>Haste<br>Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking.<br>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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <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.<br/>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.<br/>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.<br/>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.<br/>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>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>              |



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| <div> <div> Urabrask's Forge 2R </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> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Urabrask's Forge 2R </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> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Urabrask's Forge 2R </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> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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