

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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Feldon, Ronom Excavator ①②

Legendary Creature -- Human Artificer

Haste
Feldon can't block.
Whenever Feldon is dealt damage,
exile that many cards from the top
of your library. Choose one of them.
Until the end of your next turn, you
may play that card.

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Goddric, Cloaked Reveler (1)(R)(R)

Legendary Creature -- Human Noble

Haste
Celebration -- As long as two or more nonland permanents entered the battlefield under your control this turn, Goddrick 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.)

3/3

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Playtest cards - manalacao - Standard (Standard League)

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 1/10 - 8 cards - 2.5 x 3.5 in each

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<div><div>Mishra's Foundry</div><div>Land</div><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><div>Mishra's Foundry</div><div>Land</div><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><div>Monastery Swiftspear</div><div>Creature -- Human Monk</div><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><div>Monastery Swiftspear</div><div>Creature -- Human Monk</div><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>
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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.)

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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.

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②③

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.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R R

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.)

3/3

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<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.</p><p>Witchstalker Frenzy deals 5 damage to target creature.</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.</p><p>Witchstalker Frenzy deals 5 damage to target creature.</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.</p><p>Witchstalker Frenzy deals 5 damage to target creature.</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.</p><p>Witchstalker Frenzy deals 5 damage to target creature.</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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②R

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.

[sidebar]

3/3

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②③

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[sidebar]

3/3

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[sideboard]

3/3

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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]

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[sideboard]

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②③

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.

[sideboard]

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