

Playtest cards - manalacaio - Standard (Standard League) sheet 2/10 - 8 cards - 2.5 x 3.5 in each
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.

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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Monastery Swiftspear

®

Creature -- Human Monk

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

1/2

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Mountain

Basic Land -- Mountain

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

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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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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><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> <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><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> <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><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> <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><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> <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.

[sideboard]

3/3

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[sidebar]

3/3

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[sidebar]

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