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| <div>Ancestral Anger</div> <div>Sorcery</div> <div>Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                           | <div>Ancestral Anger</div> <div>Sorcery</div> <div>Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ancestral Anger</div> <div>Sorcery</div> <div>Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ancestral Anger</div> <div>Sorcery</div> <div>Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Boseiju, Who Endures</div> <div>Legendary Land</div> <div>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Copperline Gorge</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div>Copperline Gorge</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div>Copperline Gorge</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     |

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| <div> <div>Copperline Gorge</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}.</p> </div> <div>2/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                       | <div> <div>Fugitive Codebreaker 1R</div> <div>Creature -- Goblin Rogue</div> <div> <p>Prowess, haste<br/>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 ward {2}. Turn it face up any time for its disguise cost.)<br/>When this creature is turned face up, discard your hand, then draw three cards.</p> </div> <div>2/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Fugitive Codebreaker 1R</div> <div>Creature -- Goblin Rogue</div> <div> <p>Prowess, haste<br/>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 ward {2}. Turn it face up any time for its disguise cost.)<br/>When this creature is turned face up, discard your hand, then draw three cards.</p> </div> <div>2/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Fugitive Codebreaker 1R</div> <div>Creature -- Goblin Rogue</div> <div> <p>Prowess, haste<br/>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 ward {2}. Turn it face up any time for its disguise cost.)<br/>When this creature is turned face up, discard your hand, then draw three cards.</p> </div> <div>2/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Fugitive Codebreaker 1R</div> <div>Creature -- Goblin Rogue</div> <div> <p>Prowess, haste<br/>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 ward {2}. Turn it face up any time for its disguise cost.)<br/>When this creature is turned face up, discard your hand, then draw three cards.</p> </div> <div>2/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Karplusan Forest</div> <div>Land</div> <div> <p>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</p> </div> <div>2/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                         | <div> <div>Karplusan Forest</div> <div>Land</div> <div> <p>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</p> </div> <div>2/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                         | <div> <div>Karplusan Forest</div> <div>Land</div> <div> <p>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</p> </div> <div>2/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                         |

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| <div>Karplusan Forest</div> <div>Land</div> <div> {T}: Add {C}.<br/> {T}: Add {R} or {G}. This land deals 1 damage to you. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                | <div>Kumano Faces Kakkazan</div> <div>Enchantment -- Saga</div> <div> (As this Saga enters and after your draw step, add a lore counter.)<br/> I -- This Saga deals 1 damage to each opponent and each planeswalker they control.<br/> II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.<br/> III -- Exile this Saga, then return it to the battlefield transformed under your control. </div> <div>----- BACK FACE -----</div> <div>Etching of Kumano</div> <div>Enchantment Creature -- Human Shaman</div> <div> Haste<br/> If a creature dealt damage this turn by a source you controlled would die, exile it instead. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> | <div>Kumano Faces Kakkazan</div> <div>Enchantment -- Saga</div> <div> (As this Saga enters and after your draw step, add a lore counter.)<br/> I -- This Saga deals 1 damage to each opponent and each planeswalker they control.<br/> II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.<br/> III -- Exile this Saga, then return it to the battlefield transformed under your control. </div> <div>----- BACK FACE -----</div> <div>Etching of Kumano</div> <div>Enchantment Creature -- Human Shaman</div> <div> Haste<br/> If a creature dealt damage this turn by a source you controlled would die, exile it instead. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> | <div>Kumano Faces Kakkazan</div> <div>Enchantment -- Saga</div> <div> (As this Saga enters and after your draw step, add a lore counter.)<br/> I -- This Saga deals 1 damage to each opponent and each planeswalker they control.<br/> II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.<br/> III -- Exile this Saga, then return it to the battlefield transformed under your control. </div> <div>----- BACK FACE -----</div> <div>Etching of Kumano</div> <div>Enchantment Creature -- Human Shaman</div> <div> Haste<br/> If a creature dealt damage this turn by a source you controlled would die, exile it instead. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> |
| <div>Kumano Faces Kakkazan</div> <div>Enchantment -- Saga</div> <div> (As this Saga enters and after your draw step, add a lore counter.)<br/> I -- This Saga deals 1 damage to each opponent and each planeswalker they control.<br/> II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.<br/> III -- Exile this Saga, then return it to the battlefield transformed under your control. </div> <div>----- BACK FACE -----</div> <div>Etching of Kumano</div> <div>Enchantment Creature -- Human Shaman</div> <div> Haste<br/> If a creature dealt damage this turn by a source you controlled would die, exile it instead. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> | <div>Lightning Strike</div> <div>Instant</div> <div>Lightning Strike deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | <div>Lightning Strike</div> <div>Instant</div> <div>Lightning Strike deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | <div>Monastery Swiftspear</div> <div>Creature -- Human Monk</div> <div> Haste<br/> Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |

Playtest cards - Danielpena397 - 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

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| <div>Monastery Swiftspear</div> <div>Ⓡ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div>Monastery Swiftspear</div> <div>Ⓡ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div>Monastery Swiftspear</div> <div>Ⓡ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div>Monstrous Rage</div> <div>Ⓡ</div> <div>Instant</div> <div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Monstrous Rage</div> <div>Ⓡ</div> <div>Instant</div> <div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Monstrous Rage</div> <div>Ⓡ</div> <div>Instant</div> <div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Monstrous Rage</div> <div>Ⓡ</div> <div>Instant</div> <div>Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>                                                                                                                                                |
| <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>Play with Fire</div><div>Instant</div><div>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.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.

1/1

- - - ADVENTURE - - -

① ②

Exile the top two cards of your library. Until your next end step, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.

1/1

- - - ADVENTURE - - -

①R

Exile the top two cards of your library. Until your next end step, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.

1/1

- - - ADVENTURE - - -

①②

Exile the top two cards of your library. Until your next end step, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.

1/1

- - - ADVENTURE - -

①②

Exile the top two cards of your library. Until your next end step, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped unless you control two or more other lands.  
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Rockfall Vale</b><br>Land<br>This land enters tapped unless you control two or more other lands.<br>{T}: Add {R} or {G}.                                                                                                                                                                                                       | <b>Slickshot Show-Off</b> 1R<br>Creature -- Bird Wizard<br>Flying, haste<br>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br>Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) | <b>Slickshot Show-Off</b> 1R<br>Creature -- Bird Wizard<br>Flying, haste<br>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br>Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) | <b>Slickshot Show-Off</b> 1R<br>Creature -- Bird Wizard<br>Flying, haste<br>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br>Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                | 1/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                         | 1/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                         | 1/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                         |
| <b>Slickshot Show-Off</b> 1R<br>Creature -- Bird Wizard<br>Flying, haste<br>Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.<br>Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) | <b>Snakeskin Veil</b> G<br>Instant<br>Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)                                                                                                                            | <b>Snakeskin Veil</b> G<br>Instant<br>Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)                                                                                                                            | <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.                                            |
| 1/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                         | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                |

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| <div> <div>Two-Headed Hunter</div> <div> <div>4</div> <div>R</div> </div> </div> <div> <div>Creature -- Giant</div> <div>Menace (This creature can't be blocked except by two or more creatures.)</div> <div>5/4</div> <div>----- ADVENTURE -----</div> <div>Twice the Rage</div> <div> <div>1</div> <div>R</div> </div> <div>Instant -- Adventure</div> <div>Target creature gains double strike until end of turn. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Two-Headed Hunter</div> <div> <div>4</div> <div>R</div> </div> </div> <div> <div>Creature -- Giant</div> <div>Menace (This creature can't be blocked except by two or more creatures.)</div> <div>5/4</div> <div>----- ADVENTURE -----</div> <div>Twice the Rage</div> <div> <div>1</div> <div>R</div> </div> <div>Instant -- Adventure</div> <div>Target creature gains double strike until end of turn. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |
| <div> <div>Case of the Crimson Pulse</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Case</div> <div>When this Case enters, discard a card, then draw two cards. To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.) Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                  | <div> <div>Case of the Crimson Pulse</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Case</div> <div>When this Case enters, discard a card, then draw two cards. To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.) Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                  | <div> <div>End the Festivities</div> <div> <div>R</div> </div> </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 PLAY botbox.dev</div> </div>                      | <div> <div>End the Festivities</div> <div> <div>R</div> </div> </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 PLAY botbox.dev</div> </div>                      |

Playtest cards - Danielpena397 - 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 8/10 - 8 cards - 2.5 x 3.5 in each

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>End the Festivities</div><div>R</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><div>End the Festivities</div><div>R</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><div>Lithomantic Barrage</div><div>R</div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lithomantic Barrage</div><div>R</div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Pick Your Poison</div><div>G</div><div>Sorcery</div><div>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pick Your Poison</div><div>G</div><div>Sorcery</div><div>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Strangle</div><div>R</div><div>Sorcery</div><div>Strangle deals 3 damage to target creature or planeswalker.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     | <div><div>Strangle</div><div>R</div><div>Sorcery</div><div>Strangle deals 3 damage to target creature or planeswalker.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     |

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| <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>[sideboard]</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <div></div> <div></div> |  |  |  |
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