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| <b>Bloodthirsty Adversary</b> ①Ⓜ<br><hr/> Creature -- Vampire<br><hr/> Haste<br>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.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Bloodthirsty Adversary</b> ①Ⓜ<br><hr/> Creature -- Vampire<br><hr/> Haste<br>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.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Bloodthirsty Adversary</b> ①Ⓜ<br><hr/> Creature -- Vampire<br><hr/> Haste<br>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.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Bloodthirsty Adversary</b> ①Ⓜ<br><hr/> Creature -- Vampire<br><hr/> Haste<br>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.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                             |
| <b>Charming Scoundrel</b> ①Ⓜ<br><hr/> Creature -- Human Rogue<br><hr/> Haste<br>When this creature enters, choose one --<br>* Discard a card, then draw a card.<br>* Create a Treasure token.<br>* Create a Wicked Role token attached to target creature you control.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                         | <b>Charming Scoundrel</b> ①Ⓜ<br><hr/> Creature -- Human Rogue<br><hr/> Haste<br>When this creature enters, choose one --<br>* Discard a card, then draw a card.<br>* Create a Treasure token.<br>* Create a Wicked Role token attached to target creature you control.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                         | <b>Charming Scoundrel</b> ①Ⓜ<br><hr/> Creature -- Human Rogue<br><hr/> Haste<br>When this creature enters, choose one --<br>* Discard a card, then draw a card.<br>* Create a Treasure token.<br>* Create a Wicked Role token attached to target creature you control.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                         | <b>Kumano Faces Kakkazan</b> Ⓜ<br><hr/> Enchantment -- Saga<br><hr/> (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.<br><div>----- BACK FACE -----</div> <b>Etching of Kumano</b><br><hr/> Enchantment Creature -- Human Shaman<br><hr/> Haste<br>If a creature dealt damage this turn by a source you controlled would die, exile it instead.<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |



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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>1/2</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><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><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><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                              | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div><div><div>{T}: Add {R}.</div></div></div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                            | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div><div><div>{T}: Add {R}.</div></div></div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                            | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div><div><div>{T}: Add {R}.</div></div></div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                            |

## Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

## Mountain

Basic Land -- Mountain

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

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## Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - OVC - 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 4/10 - 8 cards - 2.5 x 3.5 in each

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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>                                                                                                                       |
| <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>Obliterating Bolt</div><div>Sorcery</div><div>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Obliterating Bolt</div><div><div>1</div><div>R</div></div></div><div>Sorcery</div><div>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Obliterating Bolt</div><div><div>1</div><div>R</div></div></div><div>Sorcery</div><div>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Play with Fire</div><div><div>R</div></div></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 PLAY</div><div>botbox.dev</div></div></div>                                                      | <div><div><div>Play with Fire</div><div><div>R</div></div></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 PLAY</div><div>botbox.dev</div></div></div>                                                      |
| <div><div><div>Scorching Shot</div><div><div>R</div><div>R</div></div></div><div>Sorcery</div><div>Scorching Shot deals 5 damage to target creature.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                               | <div><div><div>Scorching Shot</div><div><div>R</div><div>R</div></div></div><div>Sorcery</div><div>Scorching Shot deals 5 damage to target creature.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                               | <div><div><div>Sokenzan, Crucible of Defiance</div></div><div>Legendary Land</div><div>{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.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Sokenzan, Crucible of Defiance</div></div><div>Legendary Land</div><div>{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.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <p><b>Squee, Dubious Monarch</b> (2)(R)</p> <p>Legendary Creature -- Goblin Noble</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                         | <p><b>Squee, Dubious Monarch</b> (2)(R)</p> <p>Legendary Creature -- Goblin Noble</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Squee, Dubious Monarch</b> (2)(R)</p> <p>Legendary Creature -- Goblin Noble</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Thundering Raiju</b> (2)(R)(R)</p> <p>Creature -- Spirit</p> <p>Haste<br/>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.)</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Thundering Raiju</b> (2)(R)(R)</p> <p>Creature -- Spirit</p> <p>Haste<br/>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.)</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Urabrask's Forge</b> (2)(R)</p> <p>Artifact</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                    | <p><b>Urabrask's Forge</b> (2)(R)</p> <p>Artifact</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                    | <p><b>Urabrask's Forge</b> (2)(R)</p> <p>Artifact</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                            |

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| <div> <b>Urabrask's Forge</b> <span>2</span><span>R</span> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>             | <div> <b>Witchstalker Frenzy</b> <span>3</span><span>R</span> </div> <div>Instant</div> <div> <p>This spell costs {1} less to cast for each creature that attacked this turn.<br/>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> <b>Witchstalker Frenzy</b> <span>3</span><span>R</span> </div> <div>Instant</div> <div> <p>This spell costs {1} less to cast for each creature that attacked this turn.<br/>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> <b>Witchstalker Frenzy</b> <span>3</span><span>R</span> </div> <div>Instant</div> <div> <p>This spell costs {1} less to cast for each creature that attacked this turn.<br/>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> <b>Case of the Crimson Pulse</b> <span>2</span><span>R</span> </div> <div>Enchantment -- Case</div> <div> <p>When this Case enters, discard a card, then draw two cards.<br/>To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.)<br/>Solved -- At the beginning of your upkeep, discard your hand, then draw two cards.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Chandra, Dressed to Kill</b> <span>1</span><span>R</span><span>R</span> </div> <div>Legendary Planeswalker -- Chandra</div> <div> <p>[+1]: Add {R}. Chandra deals 1 damage to up to one target player or planeswalker.<br/>[+1]: Exile the top card of your library. If it's red, you may cast it this turn.<br/>[-7]: Exile the top five cards of your library. You may cast red spells from among them this turn. You get an emblem with "Whenever you cast a red spell, this emblem deals X damage to any target, where X is the amount of mana spent to cast that spell."</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>End the Festivities</b> <span>R</span> </div> <div>Sorcery</div> <div> <p>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                               | <div> <b>End the Festivities</b> <span>R</span> </div> <div>Sorcery</div> <div> <p>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                               |

Playtest cards - \_\_OVC\_\_ - 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>Lithomantic Barrage</div> <div>R</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Lithomantic Barrage</div> <div>R</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Lithomantic Barrage</div> <div>R</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                             | <div> <div>Soul-Guide Lantern</div> <div>1</div> </div> <div>Artifact</div> <div>When this artifact enters, exile target card from a graveyard.<br/>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                            |

## Soul-Guide Lantern

①

Artifact

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Soul-Guide Lantern

①

Artifact

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.

[sideboard]

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**Unlicensed Hearse**

②

Artifact -- Vehicle

{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2

[sideboard]



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