

Bloodthirsty Adversary ①Ⓜ <hr/> Creature -- Vampire <hr/> 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. <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Bloodthirsty Adversary ①Ⓜ <hr/> Creature -- Vampire <hr/> 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. <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Feldon, Ronom Excavator ①Ⓜ <hr/> Legendary Creature -- Human Artificer <hr/> 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. <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Fugitive Codebreaker ①Ⓜ <hr/> Creature -- Goblin Rogue <hr/> Prowess, haste 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.) When this creature is turned face up, discard your hand, then draw three cards. <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Fugitive Codebreaker ①Ⓜ <hr/> Creature -- Goblin Rogue <hr/> Prowess, haste 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.) When this creature is turned face up, discard your hand, then draw three cards. <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Kumano Faces Kakkazan Ⓜ <hr/> Enchantment -- Saga <hr/> (As this Saga enters and after your draw step, add a lore counter.) I -- This Saga deals 1 damage to each opponent and each planeswalker they control. II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Exile this Saga, then return it to the battlefield transformed under your control. <div>----- BACK FACE -----</div> Etching of Kumano <hr/> Enchantment Creature -- Human Shaman <hr/> Haste If a creature dealt damage this turn by a source you controlled would die, exile it instead. <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Kumano Faces Kakkazan Ⓜ <hr/> Enchantment -- Saga <hr/> (As this Saga enters and after your draw step, add a lore counter.) I -- This Saga deals 1 damage to each opponent and each planeswalker they control. II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Exile this Saga, then return it to the battlefield transformed under your control. <div>----- BACK FACE -----</div> Etching of Kumano <hr/> Enchantment Creature -- Human Shaman <hr/> Haste If a creature dealt damage this turn by a source you controlled would die, exile it instead. <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Kumano Faces Kakkazan Ⓜ <hr/> Enchantment -- Saga <hr/> (As this Saga enters and after your draw step, add a lore counter.) I -- This Saga deals 1 damage to each opponent and each planeswalker they control. II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Exile this Saga, then return it to the battlefield transformed under your control. <div>----- BACK FACE -----</div> Etching of Kumano <hr/> Enchantment Creature -- Human Shaman <hr/> Haste If a creature dealt damage this turn by a source you controlled would die, exile it instead. <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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- - - BACK FACE - - -

Enchantment Creature -- Human Shaman

If a creature dealt damage this turn by a source you controlled would die, exile it instead.

2/2

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① R

Lightning Strike deals 3 damage to any target.

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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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<div><div>Monastery Swiftspear</div><div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div>Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Monastery Swiftspear</div><div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div>Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Monastery Swiftspear</div><div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div>Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Monastery Swiftspear</div><div><div>R</div></div></div> <div><div>Creature -- Human Monk</div><div>Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Monstrous Rage</div><div><div>R</div></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>	<div><div>Monstrous Rage</div><div><div>R</div></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>	<div><div>Monstrous Rage</div><div><div>R</div></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>	<div><div>Monstrous Rage</div><div><div>R</div></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>

<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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<div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div> Slickshot Show-Off 1R </div> <div> Creature -- Bird Wizard </div> <div> <p>Flying, haste Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn. 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.)</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Sokenzan, Crucible of Defiance </div> <div> Legendary Land </div> <div> <p>{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.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Squee, Dubious Monarch 2R </div> <div> Legendary Creature -- Goblin Noble </div> <div> <p>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.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Squee, Dubious Monarch 2R </div> <div> Legendary Creature -- Goblin Noble </div> <div> <p>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.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Twinferno 1R </div> <div> Instant </div> <div> <p>Choose one -- * When you cast your next instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy. * Target creature you control gains double strike until end of turn. (It deals both first-strike and regular combat damage.)</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Twinferno 1R </div> <div> Instant </div> <div> <p>Choose one -- * When you cast your next instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy. * Target creature you control gains double strike until end of turn. (It deals both first-strike and regular combat damage.)</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Two-Headed Hunter 4R </div> <div> Creature -- Giant </div> <div> <p>Menace (This creature can't be blocked except by two or more creatures.)</p> </div> <div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> <div> <div>----- ADVENTURE -----</div> <div> Twice the Rage 1R </div> <div> Instant -- Adventure </div> <div> <p>Target creature gains double strike until end of turn. (Then exile this card. You may cast the creature later from exile.)</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Playtest cards - mtgnate4 - 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 7/10 - 8 cards - 2.5 x 3.5 in each

<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. 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. 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. 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. 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>Koth, Fire of Resistance</div><div>2RR</div></div> <div>Legendary Planeswalker -- Koth</div> <div>[+2]: Search your library for a basic Mountain card, reveal it, put it into your hand, then shuffle. [-3]: Koth deals damage to target creature equal to the number of Mountains you control. [-7]: You get an emblem with "Whenever a Mountain you control enters, this emblem deals 4 damage to any target." [sideboard]</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Lithomantic Barrage</div><div>R</div></div><div>Sorcery</div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Lithomantic Barrage</div><div>R</div></div><div>Sorcery</div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Lithomantic Barrage</div><div>R</div></div><div>Sorcery</div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Obliterating Bolt</div><div>1R</div></div><div>Sorcery</div><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>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Obliterating Bolt</div><div>1R</div></div><div>Sorcery</div><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>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Scorching Shot</div><div>RR</div></div><div>Sorcery</div><div><div>Scorching Shot deals 5 damage to target creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Scorching Shot</div><div>RR</div></div><div>Sorcery</div><div><div>Scorching Shot deals 5 damage to target creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Twisted Fealty</div><div>2R</div></div><div>Sorcery</div><div><div>Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. Create a Wicked Role token attached to up to one target creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div> <div>Twisted Fealty</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.</p> <p>Create a Wicked Role token attached to up to one target creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Urabrask's Forge</div> <div> <div>2</div> <div>R</div> </div> </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> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Urabrask's Forge</div> <div> <div>2</div> <div>R</div> </div> </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> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	