

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, Godddric 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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Kumano Faces Kakkazan

(R)

Enchantment -- Saga

(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.

Etching of Kumano

Enchantment Creature -- Human Shaman

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

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lightning Strike

(1)(R)

Instant

Lightning Strike deals 3 damage to any target.

2/2

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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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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Monastery Swiftspear

Creature -- Human Monk

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

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Playtest cards - ThorCat - 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 3/10 - 8 cards - 2.5 x 3.5 in each

<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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Basic Land -- Mountain

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Obliterating Bolt

① R

Sorcery

Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

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Phoenix Chick

®

Creature -- Phoenix

Flying, haste
This creature can't block.
Whenever you attack with three or more creatures, you may pay {R}{R}. If you do, return this card from your graveyard to the battlefield tapped and attacking with a +1/+1 counter on it.

1/1

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Phoenix Chick (R) Creature -- Phoenix Flying, haste This creature can't block. Whenever you attack with three or more creatures, you may pay {R}{R}. If you do, return this card from your graveyard to the battlefield tapped and attacking with a +1/+1 counter on it. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Play with Fire (R) Instant 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 (R) Instant 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	Sokenzan, Crucible of Defiance 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Squee, Dubious Monarch (2)(R) Legendary Creature -- Goblin Noble 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. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squee, Dubious Monarch (2)(R) Legendary Creature -- Goblin Noble 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. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squee, Dubious Monarch (2)(R) Legendary Creature -- Goblin Noble 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. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squee, Dubious Monarch (2)(R) Legendary Creature -- Goblin Noble 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. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Witchstalker Frenzy</div><div>3R</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>3R</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>3R</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>3R</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>End the Festivities</div><div>R</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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>End the Festivities</div><div>R</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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>End the Festivities</div><div>R</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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Furnace Punisher</div><div>2R</div></div> <div><div>Creature -- Phyrexian Warrior</div><div>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.</div><div>[sideboard]</div></div> <div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

Furnace Punisher

Creature -- Phyrexian Warrior

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lithomantic Barrage

Sorcery

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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Soul-Guide Lantern

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]

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<div> <div> Urabrask's Forge <div>2R</div> </div> <div> Artifact <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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div> Urabrask's Forge <div>2R</div> </div> <div> Artifact <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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div> Urabrask's Forge <div>2R</div> </div> <div> Artifact <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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	