

Creature -- Vampire

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.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Human Rogue

When this creature enters, choose one --

- * Discard a card, then draw a card.
- * Create a Treasure token.
- * Create a Wicked Role token attached to target creature you control.

1/1

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<div> Feldon, Ronom Excavator 1 R </div> <div> Legendary Creature -- Human Artificer </div> <div> <p>Haste</p> <p>Feldon can't block.</p> <p>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.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Feldon, Ronom Excavator 1 R </div> <div> Legendary Creature -- Human Artificer </div> <div> <p>Haste</p> <p>Feldon can't block.</p> <p>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.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Goddric, Cloaked Reveler 1 R R </div> <div> Legendary Creature -- Human Noble </div> <div> <p>Haste</p> <p>Celebration -- As long as two or more nonland permanents entered the battlefield under your control this turn, Goddric 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.)</p> </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Kumano Faces Kakkazan R </div> <div> Enchantment -- Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.</p> <p>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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<div><div><div>Lightning Strike</div><div>①②R</div></div><div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Lightning Strike</div><div>①②R</div></div><div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Mirrex</div></div><div><div>Land -- Sphere</div><div>{T}: Add {C}. {T}: Add one mana of any color. Activate only if this land entered this turn. {3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Mishra's Foundry</div></div><div><div>Land</div><div>{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.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<div><div>Obliterating Bolt1R</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>	<div><div>Obliterating Bolt1R</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>	<div><div>Obliterating Bolt1R</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>	<div><div>Play with FireR</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>

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②R

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③ ④

This spell costs {1} less to cast for each creature that attacked this turn.
Witchstalker Frenzy deals 5 damage to target creature.

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① R

First strike
When this creature enters, exile a card from a graveyard.
Whenever a player plays a land or casts a spell, if it shares a card type with the exiled card, this creature deals 2 damage to that player.

[sideboard]

2/1

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① R

First strike
When this creature enters, exile a card from a graveyard.
Whenever a player plays a land or casts a spell, if it shares a card type with the exiled card, this creature deals 2 damage to that player.

[sidebar]

2/1

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[sidebar]

2/1

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Chandra, Dressed to Kill (1)(R)(R)

[+1]: Add {R}. Chandra deals 1 damage to up to one target player or planeswalker.

[+1]: Exile the top card of your library. If it's red, you may cast it this turn.

[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."

[sideboard]

L 3

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Chandra, Dressed to Kill (1)(R)(R) Legendary Planeswalker -- Chandra [+1]: Add {R}. Chandra deals 1 damage to up to one target player or planeswalker. [+1]: Exile the top card of your library. If it's red, you may cast it this turn. [-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." [sideboard] <div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	End the Festivities (R) Sorcery End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	End the Festivities (R) Sorcery End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	End the Festivities (R) Sorcery End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lithomantic Barrage (R) 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lithomantic Barrage (R) 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lithomantic Barrage (R) 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Elder Dragon War (2)(R)(R) Enchantment -- Saga Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.) I -- This Saga deals 2 damage to each creature and each opponent. II -- Discard any number of cards, then draw that many cards. III -- Create a 4/4 red Dragon creature token with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - 2radMTG - 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 9/10 - 8 cards - 2.5 x 3.5 in each

The Elder Dragon War (2)(R)(R)

Enchantment -- Saga

Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)
I -- This Saga deals 2 damage to each creature and each opponent.
II -- Discard any number of cards, then draw that many cards.
III -- Create a 4/4 red Dragon creature token with flying.

[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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Artifact -- Vehicle

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[sideboard]

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sheet 10/10 - 3 cards - 2.5 x 3.5 in each