

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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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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Legendary Creature -- Human Artificer

Feldon can't block.
Whenever Feldon is dealt damage,
exile that many cards from the top
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Until the end of your next turn, you
may play that card.

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<div> <div> <div>Goddric, Cloaked Reveler</div> <div> <div>1</div> <div>R</div> <div>R</div> </div> </div> <div> <div> <div>Legendary Creature</div> <div>-- Human Noble</div> </div> <div> <div>Haste</div> <div>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.)</div> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> <div>Kumano Faces Kakkazan</div> <div> <div>R</div> </div> </div> <div> <div> <div>Enchantment</div> <div>-- Saga</div> </div> <div> <div>(As this Saga enters and after your draw step, add a lore counter.)</div> <div>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.</div> <div>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.</div> <div>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> <div>Kumano Faces Kakkazan</div> <div> <div>R</div> </div> </div> <div> <div> <div>Enchantment</div> <div>-- Saga</div> </div> <div> <div>(As this Saga enters and after your draw step, add a lore counter.)</div> <div>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.</div> <div>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.</div> <div>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> <div>Kumano Faces Kakkazan</div> <div> <div>R</div> </div> </div> <div> <div> <div>Enchantment</div> <div>-- Saga</div> </div> <div> <div>(As this Saga enters and after your draw step, add a lore counter.)</div> <div>I -- This Saga deals 1 damage to each opponent and each planeswalker they control.</div> <div>II -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.</div> <div>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>
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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
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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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Mountain

Basic Land -- Mountain

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

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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>Instant</div> <div><p>This spell costs {1} less to cast for each creature that attacked this turn.</p><p>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><div>Witchstalker Frenzy</div><div>3R</div></div> <div>Instant</div> <div><p>This spell costs {1} less to cast for each creature that attacked this turn.</p><p>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><div>Witchstalker Frenzy</div><div>3R</div></div> <div>Instant</div> <div><p>This spell costs {1} less to cast for each creature that attacked this turn.</p><p>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><div>Witchstalker Frenzy</div><div>3R</div></div> <div>Instant</div> <div><p>This spell costs {1} less to cast for each creature that attacked this turn.</p><p>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><div>End the Festivities</div><div>R</div></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><div>End the Festivities</div><div>R</div></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><div>End the Festivities</div><div>R</div></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><div>Furnace Punisher</div><div>2R</div></div> <div>Creature -- Phyrexian Warrior</div> <div><p>Menace</p><p>At the beginning of each player's upkeep, this creature deals 2 damage to that player unless they control two or more basic lands.</p><p>[sideboard]</p></div> <div><div>3/3</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

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<div> <div>Soul-Guide Lantern</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Soul-Guide Lantern</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Soul-Guide Lantern</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Soul-Guide Lantern</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	