

Boommobile 2 R R Artifact -- Vehicle When this Vehicle enters, add four mana of any one color. Spend this mana only to activate abilities. Exhaust -- {X}{2}{R}: This Vehicle deals X damage to any target. Put a +1/+1 counter on this Vehicle. (Activate each exhaust ability only once.) Crew 2 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brazen Collector 1 R Creature -- Raccoon Rogue First strike Whenever this creature attacks, add {R}. Until end of turn, you don't lose this mana as steps and phases end. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brazen Collector 1 R Creature -- Raccoon Rogue First strike Whenever this creature attacks, add {R}. Until end of turn, you don't lose this mana as steps and phases end. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brazen Collector 1 R Creature -- Raccoon Rogue First strike Whenever this creature attacks, add {R}. Until end of turn, you don't lose this mana as steps and phases end. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

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5 R R

[+2]: Add {R}{R}{R}. Exile the top three cards of your library. Choose one. You may play that card this turn.

[+1]: Create a token that's a copy of target creature you control, except it has haste and "At the beginning of the end step, sacrifice this token."

[-4]: Chandra deals 8 damage divided as you choose among any number of target creatures and/or planeswalkers.

L 6

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L 6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑥

Spells you control can't be countered.

At the beginning of your end step, discover 5. (Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑥

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③ R

Whenever you discover, discover again for the same value. This ability triggers only once each turn.

3/3

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③ ④

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Etali's Favor

②R

Enchantment -- Aura

Enchant creature you control
When this Aura enters, discover 3.
(Exile cards from the top of your
library until you exile a nonland
card with mana value 3 or less. Cast
it without paying its mana cost or
put it into your hand. Put the rest
on the bottom in a random order.)
Enchanted creature gets +1/+1 and
has trample.

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②③

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Enchanted creature gets +1/+1 and
has trample.

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Geological Appraiser (2)(R)(R)

2 R R

Creature -- Human Artificer

When this creature enters, if you cast it, discover 3. (Exile cards from the top of your library until you exile a nonland card with mana value 3 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geological Appraiser (2)(R)(R)

② R R

Creature -- Human Artificer

When this creature enters, if you cast it, discover 3. (Exile cards from the top of your library until you exile a nonland card with mana value 3 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Giant Cindermaw

②③

Creature -- Dinosaur Beast

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)
Players can't gain life.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)
Players can't gain life.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hidden Volcano Land -- Cave This land enters tapped. {T}: Add {R}. {4}{R}, {T}, Sacrifice this land: Discover 4. Activate only as a sorcery. (Exile cards from the top of your library until you exile a nonland card with mana value 4 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hidden Volcano Land -- Cave This land enters tapped. {T}: Add {R}. {4}{R}, {T}, Sacrifice this land: Discover 4. Activate only as a sorcery. (Exile cards from the top of your library until you exile a nonland card with mana value 4 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reverberating Summons 1R Enchantment At the beginning of each combat, if you've cast two or more spells this turn, this enchantment becomes a 3/3 Monk creature with haste in addition to its other types until end of turn. {1}{R}, Discard your hand, Sacrifice this enchantment: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reverberating Summons 1R Enchantment At the beginning of each combat, if you've cast two or more spells this turn, this enchantment becomes a 3/3 Monk creature with haste in addition to its other types until end of turn. {1}{R}, Discard your hand, Sacrifice this enchantment: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reverberating Summons 1R Enchantment At the beginning of each combat, if you've cast two or more spells this turn, this enchantment becomes a 3/3 Monk creature with haste in addition to its other types until end of turn. {1}{R}, Discard your hand, Sacrifice this enchantment: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① R

{T}: Add {R}.
{2}{R}, {T}, Sacrifice this creature: It deals 6 damage to target creature with flying.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R R

Players can't gain life.
Damage can't be prevented.
When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R R

Players can't gain life.
Damage can't be prevented.
When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ R R

Trample
When this creature enters, discover 5.
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

{T}: Add {R}.

{6}{R}: Target creature you control gets +4/+0 until end of turn.

Activate only as a sorcery.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 7/9 - 8 cards - 2.5 x 3.5 in each

① R

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1/3

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{6}{R}: Target creature you control gets +4/+0 until end of turn.
Activate only as a sorcery.

1/3

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{6}{R}: Target creature you control gets +4/+0 until end of turn.
Activate only as a sorcery.

1/3

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① R

The owner of target artifact or creature with mana value 1 or greater shuffles it into their library. Then that player discovers X, where X is its mana value. (They exile cards from the top of their library until they exile a nonland card with that mana value or less. They cast it without paying its mana cost or put it into their hand. They put the rest on the bottom in a random order.)

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②R

Fiery Annihilation deals 5 damage to target creature. Exile up to one target Equipment attached to that creature. If that creature would die this turn, exile it instead.

[sideboard]

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②R

Fiery Annihilation deals 5 damage to target creature. Exile up to one target Equipment attached to that creature. If that creature would die this turn, exile it instead.

[sidebar]

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②R

Fiery Annihilation deals 5 damage to target creature. Exile up to one target Equipment attached to that creature. If that creature would die this turn, exile it instead.

[sidebar]

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②③

Flick a Coin deals 1 damage to any target. You create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Draw a card.

[sideboard]

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