Abrade {1}{R}

Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Signet {2}

Artifact

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Big Score {3}{R}

Instant

As an additional cost to cast this spell, discard a card.
Draw two cards and create two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blisterspit Gremlin {R}

Creature -- Gremlin

{1}, {T}: This creature deals 1 damage to each opponent.
Whenever you cast a noncreature spell, untap this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boltwave {R}

Sorcery

Boltwave deals 3 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burst Lightning {R}

Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Captain Lannery Storm {2}{R}

Legendary Creature -- Human Pirate

Haste
Whenever Captain Lannery Storm attacks, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Whenever you sacrifice a Treasure, Captain Lannery Storm gets +1/+0 until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra, Acolyte of Flame {1}{R}{R}

Legendary Planeswalker -- Chandra

[0]: Put a loyalty counter on each red planeswalker you control.
[0]: Create two 1/1 red Elemental creature tokens. They gain haste. Sacrifice them at the beginning of the next end step.
[-2]: You may cast target instant or sorcery card with mana value 3 or less from your graveyard. If that spell would be put into your graveyard, exile it instead.

L 4

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.

Chandra, Awakened Inferno {4}{R}{R}

Legendary Planeswalker -- Chandra

This spell can't be countered.
[+2]: Each opponent gets an emblem with "At the beginning of your upkeep, this emblem deals 1 damage to you."
[-3]: Chandra deals 3 damage to each non-Elemental creature.
[-X]: Chandra deals X damage to target creature or planeswalker. If a permanent dealt damage this way would die this turn, exile it instead.

L 6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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."

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra, Fire Artisan {2}{R}{R}

Legendary Planeswalker -- Chandra

Whenever one or more loyalty counters are removed from Chandra, she deals that much damage to target opponent or planeswalker.
[+1]: Exile the top card of your library. You may play it this turn.
[-7]: Exile the top seven cards of your library. You may play them this turn.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra, Flamecaller {4}{R}{R}

Legendary Planeswalker -- Chandra

[+1]: Create two 3/1 red Elemental creature tokens with haste. Exile them at the beginning of the next end step.
[0]: Discard all the cards in your hand, then draw that many cards plus one.
[-X]: Chandra deals X damage to each creature.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra, Heart of Fire {3}{R}{R}

Legendary Planeswalker -- Chandra

[+1]: Discard your hand, then exile the top three cards of your library. Until end of turn, you may play cards exiled this way.
[+1]: Chandra deals 2 damage to any target.
[-9]: Search your graveyard and library for any number of red instant and/or sorcery cards, exile them, then shuffle. You may cast them this turn. Add six {R}.

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra, Hope's Beacon {4}{R}{R}

Legendary Planeswalker -- Chandra

Whenever you cast an instant or sorcery spell, copy it. You may choose new targets for the copy. This ability triggers only once each turn.
[+2]: Add two mana in any combination of colors.
[+1]: Exile the top five cards of your library. Until the end of your next turn, you may cast an instant or sorcery spell from among those exiled cards.
[-X]: Chandra deals X damage to each of up to two targets.

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra, Novice Pyromancer {3}{R}

Legendary Planeswalker -- Chandra

[+1]: Elementals you control get +2/+0 until end of turn.
[-1]: Add {R}{R}.
[-2]: Chandra deals 2 damage to any target.

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra, Pyromaster {2}{R}{R}

Legendary Planeswalker -- Chandra

[+1]: Chandra deals 1 damage to target player or planeswalker and 1 damage to up to one target creature that player or that planeswalker's controller controls. That creature can't block this turn.
[0]: Exile the top card of your library. You may play it this turn.
[-7]: Exile the top ten cards of your library. Choose an instant or sorcery card exiled this way and copy it three times. You may cast the copies without paying their mana costs.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Chandra's Embercat {1}{R}

Creature -- Elemental Cat

{T}: Add {R}. Spend this mana only to cast an Elemental spell or a Chandra planeswalker spell.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra's Magmutt {1}{R}

Creature -- Elemental Dog

{T}: This creature deals 1 damage to target player or planeswalker.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra, Spark Hunter {3}{R}

Legendary Planeswalker -- Chandra

At the beginning of combat on your turn, choose up to one target Vehicle you control. Until end of turn, it becomes an artifact creature and gains haste.
[+2]: You may sacrifice an artifact or discard a card. If you do, draw a card.
[0]: Create a 3/2 colorless Vehicle artifact token with crew 1.
[-7]: You get an emblem with "Whenever an artifact you control enters, this emblem deals 3 damage to any target."

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra's Pyrohelix {1}{R}

Instant

Chandra's Pyrohelix deals 2 damage divided as you choose among one or two targets.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra's Spitfire {2}{R}

Creature -- Elemental

Flying
Whenever an opponent is dealt noncombat damage, this creature gets +3/+0 until end of turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra's Triumph {1}{R}

Instant

Chandra's Triumph deals 3 damage to target creature or planeswalker an opponent controls. Chandra's Triumph deals 5 damage instead if you control a Chandra planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra, Torch of Defiance {2}{R}{R}

Legendary Planeswalker -- Chandra

[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.
[+1]: Add {R}{R}.
[-3]: Chandra deals 4 damage to target creature.
[-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target."

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Coldsteel Heart {2}

Snow Artifact

This artifact enters tapped.
As this artifact enters, choose a color.
{T}: Add one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Collector's Vault {2}

Artifact

{2}, {T}: Draw a card, then discard a card. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Electrostatic Field {1}{R}

Creature -- Wall

Defender
Whenever you cast an instant or sorcery spell, this creature deals 1 damage to each opponent.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faithless Looting {R}

Sorcery

Draw two cards, then discard two cards.
Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Firebrand Archer {1}{R}

Creature -- Human Archer

Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fire Magic {R}

Instant

Tiered (Choose one additional cost.)
* Fire -- {0} -- Fire Magic deals 1 damage to each creature.
* Fira -- {2} -- Fire Magic deals 2 damage to each creature.
* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fire Prophecy {1}{R}

Instant

Fire Prophecy deals 3 damage to target creature. You may put a card from your hand on the bottom of your library. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gadrak, the Crown-Scourge {2}{R}

Legendary Creature -- Dragon

Flying
Gadrak can't attack unless you control four or more artifacts.
At the beginning of your end step, create a Treasure token for each nontoken creature that died this turn. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goldspan Dragon {3}{R}{R}

Creature -- Dragon

Flying, haste
Whenever this creature attacks or becomes the target of a spell, create a Treasure token.
Treasures you control have "{T}, Sacrifice this artifact: Add two mana of any one color."

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Guardian Idol (2)

Artifact

This artifact enters tapped.
{T}: Add {C}.
{2}: This artifact becomes a 2/2 Golem artifact creature until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guttersnipe (2)(R)

Creature -- Goblin Shaman

Whenever you cast an instant or sorcery spell, this creature deals 2 damage to each opponent.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hedron Archive (4)

Artifact

{T}: Add {C}{C}.
{2}, {T}, Sacrifice this artifact: Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Interplanar Beacon

Land

Whenever you cast a planeswalker spell, you gain 1 life.
{T}: Add {C}.
{1}, {T}: Add two mana of different colors. Spend this mana only to cast planeswalker spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Irencrag Feat (1)(R)(R)(R)

Sorcery

Add seven {R}. You can cast only one more spell this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jaya Ballard (2)(R)(R)(R)

Legendary Planeswalker -- Jaya

[+1]: Add {R}{R}{R}. Spend this mana only to cast instant or sorcery spells.
[+1]: Discard up to three cards, then draw that many cards.
[-8]: You get an emblem with "You may cast instant and sorcery spells from your graveyard. If a spell cast this way would be put into your graveyard, exile it instead."

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karn's Bastion

Land

{T}: Add {C}.
{4}, {T}: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Keral Keep Disciples (2)(R)(R)

Creature -- Human Monk

Whenever you activate a loyalty ability of a Chandra planeswalker, this creature deals 1 damage to each opponent.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ofcurs - FreeForm (Chill Brawl V) sheet 5/13 - 8 cards - 2.5 x 3.5 in each

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.

Kessig Flamebreather {1}{R}

Creature -- Human Shaman

Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Light Up the Stage {2}{R}

Sorcery

Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)
Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magma Spray {R}

Instant

Magma Spray deals 2 damage to target creature. If that creature would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind Stone {2}

Artifact

{T}: Add {C}.
{1}, {T}, Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {R}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Mountain

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ojer Axonil, Deepest Might

Card

- - - OTHER FACE - - -

Ojer Axonil, Deepest Might

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plasma Bolt (R)

Sorcery

Plasma Bolt deals 2 damage to any target.
Void -- Plasma Bolt deals 3 damage instead if a nonland permanent left the battlefield this turn or a spell was warped this turn.

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

Pyroclasm (1)(R)

Sorcery

Pyroclasm deals 2 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ragavan, Nimble Pilferer (R)

Legendary Creature -- Monkey Pirate

Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.
Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Impulse (1)(R)

Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Runaway Steam-Kin (1)(R)

Creature -- Elemental

Whenever you cast a red spell, if this creature has fewer than three +1/+1 counters on it, put a +1/+1 counter on this creature.
Remove three +1/+1 counters from this creature: Add {R}{R}{R}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Shadowspear {1}

Legendary Artifact -- Equipment

Equipped creature gets +1/+1 and has trample and lifelink.
{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shatterskull Smashing {X}{R}{R}

Sorcery

Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers.
If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.

- - - BACK FACE - - -

Shatterskull, the Hammer Pass

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shock {R}

Instant

Shock deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solphim, Mayhem Dominus {2}{R}{R}

Legendary Creature -- Phyrexian Horror

If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals double that damage to that player or permanent instead.
{1}{R/P}{R/P}, Discard two cards: Put an indestructible counter on Solphim. ({R/P} can be paid with either {R} or 2 life.)

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Storm-Kiln Artist {3}{R}

Creature -- Dwarf Shaman

This creature gets +1/+0 for each artifact you control.
Magecraft -- Whenever you cast or copy an instant or sorcery spell, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thermo-Alchemist {1}{R}

Creature -- Human Shaman

Defender
{T}: This creature deals 1 damage to each opponent.
Whenever you cast an instant or sorcery spell, untap this creature.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torch the Tower {R}

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unexpected Windfall {2}{R}{R}

Instant

As an additional cost to cast this spell, discard a card.
Draw two cards and create two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Volt Charge {2}{R}

Instant

Volt Charge deals 3 damage to any target. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Worn Powerstone {3}

Artifact

This artifact enters tapped.
{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrenn's Resolve {1}{R}

Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Young Pyromancer {1}{R}

Creature -- Human Shaman

Whenever you cast an instant or sorcery spell, create a 1/1 red Elemental creature token.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ofcurs - FreeForm (Chill Brawl V) sheet 13/13 - 4 cards - 2.5 x 3.5 in each

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.