

① R

Choose one --

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Choose one --

- ```
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## Land

When this land enters, you get {E}  
(an energy counter).

$$\{T\}: \text{Add } \{C\}.$$

{T}, Pay {E}: Add one mana of any color.

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(an energy counter).

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①

Artifact Creature -- Construct

Haste

Whenever this creature attacks, exile the top card of your library face down. (You can't look at it.) {R}, Discard your hand, Sacrifice this creature: Put all cards exiled with this creature into their owners' hands.

1/1

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Haste

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1/1

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sheet 1/10 - 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.

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| <div> <div>Bomat Courier</div> <div> <div>1</div> </div> </div> <div> <div>Artifact Creature -- Construct</div> <div> <div>Haste</div> <div>Whenever this creature attacks, exile the top card of your library face down. (You can't look at it.) {R}, Discard your hand, Sacrifice this creature: Put all cards exiled with this creature into their owners' hands.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Bomat Courier</div> <div> <div>1</div> </div> </div> <div> <div>Artifact Creature -- Construct</div> <div> <div>Haste</div> <div>Whenever this creature attacks, exile the top card of your library face down. (You can't look at it.) {R}, Discard your hand, Sacrifice this creature: Put all cards exiled with this creature into their owners' hands.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                  | <div> <div>Canyon Slough</div> </div> <div> <div>Land -- Swamp Mountain</div> <div> <div>{T}: Add {B} or {R}.)</div> <div>This land enters tapped.</div> <div>Cycling {2} ({2}, Discard this card: Draw a card.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                  | <div> <div>Canyon Slough</div> </div> <div> <div>Land -- Swamp Mountain</div> <div> <div>{T}: Add {B} or {R}.)</div> <div>This land enters tapped.</div> <div>Cycling {2} ({2}, Discard this card: Draw a card.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Canyon Slough</div> </div> <div> <div>Land -- Swamp Mountain</div> <div> <div>{T}: Add {B} or {R}.)</div> <div>This land enters tapped.</div> <div>Cycling {2} ({2}, Discard this card: Draw a card.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                 | <div> <div>Chandra, Torch of Defiance</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Legendary Planeswalker -- Chandra</div> <div> <div>[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.</div> <div>[+1]: Add {R}{R}.</div> <div>[-3]: Chandra deals 4 damage to target creature.</div> <div>[-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target."</div> </div> <div> <div>L 4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Chandra, Torch of Defiance</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Legendary Planeswalker -- Chandra</div> <div> <div>[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.</div> <div>[+1]: Add {R}{R}.</div> <div>[-3]: Chandra deals 4 damage to target creature.</div> <div>[-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target."</div> </div> <div> <div>L 4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Dragonskull Summit</div> </div> <div> <div>Land</div> <div> <div>This land enters tapped unless you control a Swamp or a Mountain.</div> <div>{T}: Add {B} or {R}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                    |

Playtest cards - bob125281 - 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 2/10 - 8 cards - 2.5 x 3.5 in each

## Land

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## Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Jackal Warrior

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**Earthshaker Khenra** (1)(R)

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## Goblin Chainwhirler (R)(R)(R)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Goblin Chainwhirler** (R)(R)(R)

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| <b>Goblin Chainwhirler</b> (R)(R)(R)<br>Creature -- Goblin Warrior<br>First strike<br>When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Hazoret the Fervent</b> (3)(R)<br>Legendary Creature -- God<br>Indestructible, haste<br>Hazoret can't attack or block unless you have one or fewer cards in hand.<br>{2}{R}, Discard a card: Hazoret deals 2 damage to each opponent.<br><div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Hazoret the Fervent</b> (3)(R)<br>Legendary Creature -- God<br>Indestructible, haste<br>Hazoret can't attack or block unless you have one or fewer cards in hand.<br>{2}{R}, Discard a card: Hazoret deals 2 damage to each opponent.<br><div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Kari Zev, Skyship Raider</b> (1)(R)<br>Legendary Creature -- Human Pirate<br>First strike, menace<br>Whenever Kari Zev attacks, create Ragavan, a legendary 2/1 red Monkey creature token. Ragavan enters tapped and attacking. Exile that token at end of combat.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Mountain</b><br>Basic Land -- Mountain<br>({T}: Add {R}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                        | <b>Mountain</b><br>Basic Land -- Mountain<br>({T}: Add {R}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                            | <b>Mountain</b><br>Basic Land -- Mountain<br>({T}: Add {R}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                            | <b>Mountain</b><br>Basic Land -- Mountain<br>({T}: Add {R}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                         |

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| <div>Rekindling Phoenix2R</div> <div>Creature -- Phoenix</div> <div>Flying<br/>When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn."</div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Rekindling Phoenix2R</div> <div>Creature -- Phoenix</div> <div>Flying<br/>When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn."</div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Rekindling Phoenix2R</div> <div>Creature -- Phoenix</div> <div>Flying<br/>When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn."</div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Rekindling Phoenix2R</div> <div>Creature -- Phoenix</div> <div>Flying<br/>When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn."</div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Scrapheap Scrounger</div> <div>Artifact Creature -- Construct</div> <div> <p>This creature can't block.</p> <p>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.</p> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Scrapheap Scrounger</div> <div>Artifact Creature -- Construct</div> <div> <p>This creature can't block.</p> <p>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.</p> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Scrapheap Scrounger</div> <div>Artifact Creature -- Construct</div> <div> <p>This creature can't block.</p> <p>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.</p> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Scrapheap Scrounger</div> <div>Artifact Creature -- Construct</div> <div> <p>This creature can't block.</p> <p>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.</p> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |
| <div> <div>Soul-Scar Mage</div> <div>Creature -- Human Wizard</div> <div> <p>Prowess</p> <p>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</p> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>  | <div> <div>Soul-Scar Mage</div> <div>Creature -- Human Wizard</div> <div> <p>Prowess</p> <p>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</p> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>  | <div> <div>Soul-Scar Mage</div> <div>Creature -- Human Wizard</div> <div> <p>Prowess</p> <p>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</p> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>  | <div> <div>Soul-Scar Mage</div> <div>Creature -- Human Wizard</div> <div> <p>Prowess</p> <p>If a source you control would deal noncombat damage to a creature an opponent controls, put that many -1/-1 counters on that creature instead.</p> </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>  |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                    | <div>Unlicensed Disintegration 1BR</div> <div>Instant</div> <div>Destroy target creature. If you control an artifact, Unlicensed Disintegration deals 3 damage to that creature's controller.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                         | <div>Unlicensed Disintegration 1BR</div> <div>Instant</div> <div>Destroy target creature. If you control an artifact, Unlicensed Disintegration deals 3 damage to that creature's controller.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                 | <div>Unlicensed Disintegration 1BR</div> <div>Instant</div> <div>Destroy target creature. If you control an artifact, Unlicensed Disintegration deals 3 damage to that creature's controller.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                           |
| <div>Chandra's Defeat R</div> <div>Instant</div> <div>Chandra's Defeat deals 5 damage to target red creature or red planeswalker. If that permanent is a Chandra planeswalker, you may discard a card. If you do, draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Chandra's Defeat R</div> <div>Instant</div> <div>Chandra's Defeat deals 5 damage to target red creature or red planeswalker. If that permanent is a Chandra planeswalker, you may discard a card. If you do, draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Chandra, Torch of Defiance 2RR</div> <div>Legendary Planeswalker -- Chandra</div> <div>[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.<br/>[+1]: Add {R}{R}.<br/>[-3]: Chandra deals 4 damage to target creature.<br/>[-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target."</div> <div>[sideboard]</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Doomfall 2B</div> <div>Sorcery</div> <div>Choose one --<br/>* Target opponent exiles a creature they control.<br/>* Target opponent reveals their hand. You choose a nonland card from it. Exile that card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

2 B

Choose one --

\* Target opponent exiles a creature they control.

\* Target opponent reveals their hand. You choose a nonland card from it. Exile that card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ R R

Flying, haste

You may exert this creature as it attacks. When you do, it deals 4 damage to target non-Dragon creature an opponent controls. (An exerted creature won't untap during your next untap step.)

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ R R

Flying, haste

You may exert this creature as it attacks. When you do, it deals 4 damage to target non-Dragon creature an opponent controls. (An exerted creature won't untap during your next untap step.)

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

[+1]: Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it.

[-1]: Put a card you own with a silver counter on it from exile into your hand.

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[2]: Create a 0/0 colorless
Construct artifact creature token
with "This token gets +1/+1 for each
artifact you control."
```

[sideboard]

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

[+1]: Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it.

[-1]: Put a card you own with a silver counter on it from exile into your hand.

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[sideboard]

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div> Magma Spray R </div> <div> Instant </div> <div> Magma Spray deals 2 damage to target creature. If that creature would die this turn, exile it instead. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Magma Spray R </div> <div> Instant </div> <div> Magma Spray deals 2 damage to target creature. If that creature would die this turn, exile it instead. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Release the Gremlins X X R </div> <div> Sorcery </div> <div> Destroy X target artifacts. Create X 2/2 red Gremlin creature tokens. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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