

① R

Choose one --

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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① ② R

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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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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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### Playtest cards - Bamforan - Standard (Standard League)

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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 1/10 - 8 cards - 2.5 x 3.5 in each

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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> |
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Playtest cards - Bamforan - Standard (Standard League)

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| <div> <div> <div>Earthshaker Khenra</div> <div>1R</div> </div> <div>Creature -- Jackal Warrior</div> <div> <p>Haste</p> <p>When this creature enters, target creature with power less than or equal to this creature's power can't block this turn.</p> <p>Eternalize {4}{R}{R} ({4}{R}{R}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Jackal Warrior with no mana cost. Eternalize only as a sorcery.)</p> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <div>Glorybringer</div> <div>3RR</div> </div> <div>Creature -- Dragon</div> <div> <p>Flying, haste</p> <p>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.)</p> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <div>Glorybringer</div> <div>3RR</div> </div> <div>Creature -- Dragon</div> <div> <p>Flying, haste</p> <p>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.)</p> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <div>Goblin Chainwhirler</div> <div>RRR</div> </div> <div>Creature -- Goblin Warrior</div> <div> <p>First strike</p> <p>When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control.</p> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                   |

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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>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>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. {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. {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>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                                                                                                                                                                                         |

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| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pia Nalaar</div><div>2R</div><div>Legendary Creature -- Human Artificer</div><div>When Pia Nalaar enters, create a 1/1 colorless Thopter artifact creature token with flying.<br/>{1}{R}: Target artifact creature gets +1/+0 until end of turn.<br/>{1}, Sacrifice an artifact: Target creature can't block this turn.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rekindling Phoenix</div><div>2RR</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> | <div><div>Rekindling Phoenix</div><div>2RR</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> |

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| <b>Rekindling Phoenix</b> ②ⓇⓇ<br>Creature -- Phoenix<br>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."<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Rekindling Phoenix</b> ②ⓇⓇ<br>Creature -- Phoenix<br>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."<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Scrapheap Scrounger</b> ②<br>Artifact Creature -- Construct<br>This creature can't block.<br>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Scrapheap Scrounger</b> ②<br>Artifact Creature -- Construct<br>This creature can't block.<br>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
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| <div>Soul-Scar Mage (R)</div> <div>Creature -- Human Wizard</div> <div>Prowess<br/>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.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                           | <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 (1B R)</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 (1B R)</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>Angrath, the Flame-Chained (3B R)</div> <div>Legendary Planeswalker -- Angrath</div> <div>[+1]: Each opponent discards a card and loses 2 life.<br/>[-3]: Gain control of target creature until end of turn. Untap it. It gains haste until end of turn. Sacrifice it at the beginning of the next end step if it has mana value 3 or less.<br/>[-8]: Each opponent loses life equal to the number of cards in their graveyard.</div> <div>[sideboard]</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Canyon Slough</div> <div>Land -- Swamp Mountain</div> <div>({T}: Add {B} or {R}.)<br/>This land enters tapped.<br/>Cycling {2} ({2}, Discard this card: 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 (2R R)</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> |

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| <div><div><div>Doomfall</div><div>2B</div></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 PLAYbotbox.dev</div></div> | <div><div><div>Doomfall</div><div>2B</div></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 PLAYbotbox.dev</div></div>                                                                            | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                | <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            |
| <div><div><div>Duress</div><div>B</div></div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div><div>Glorybringer</div><div>3RR</div></div><div>Creature -- Dragon</div><div>Flying, haste<br/>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.)</div><div>[sideboard]</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hazoret the Fervent</div><div>3R</div></div><div>Legendary Creature -- God</div><div>Indestructible, haste<br/>Hazoret can't attack or block unless you have one or fewer cards in hand. {2}{R}, Discard a card: Hazoret deals 2 damage to each opponent.</div><div>[sideboard]</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hour of Glory</div><div>3B</div></div><div>Instant</div><div>Exile target creature. If that creature was a God, its controller reveals their hand and exiles all cards from it with the same name as that creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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

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4 B

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