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| <div><div><div>Abrade</div><div><div>1</div><div>R</div></div></div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Abrade</div><div><div>1</div><div>R</div></div></div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aether Hub</div></div><div>Land</div><div>When this land enters, you get {E} (an energy counter).<br/>{T}: Add {C}.<br/>{T}, Pay {E}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         | <div><div><div>Aether Hub</div></div><div>Land</div><div>When this land enters, you get {E} (an energy counter).<br/>{T}: Add {C}.<br/>{T}, Pay {E}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         |
| <div><div><div>Canyon Slough</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Canyon Slough</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Canyon Slough</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Canyon Slough</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Chandra, Torch of Defiance (2)(R)(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>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chandra, Torch of Defiance (2)(R)(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>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chandra, Torch of Defiance (2)(R)(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>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cut (1)(R)</div><div>Sorcery</div><div>Cut deals 4 damage to target creature.</div><div>----- AFTERMATH HALF -----</div><div><div>Ribbons (X)(B)(B)</div><div>Sorcery</div><div>Aftermath (Cast this spell only from your graveyard. Then exile it.)<br/>Each opponent loses X life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Cut (1)(R)</div><div>Sorcery</div><div>Cut deals 4 damage to target creature.</div><div>----- AFTERMATH HALF -----</div><div><div>Ribbons (X)(B)(B)</div><div>Sorcery</div><div>Aftermath (Cast this spell only from your graveyard. Then exile it.)<br/>Each opponent loses X life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                           | <div><div>Dragonskull Summit</div><div>Land</div><div>This land enters tapped unless you control a Swamp or a Mountain.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                               | <div><div>Dragonskull Summit</div><div>Land</div><div>This land enters tapped unless you control a Swamp or a Mountain.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                               | <div><div>Dragonskull Summit</div><div>Land</div><div>This land enters tapped unless you control a Swamp or a Mountain.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     |

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Dragonskull Summit</div> <div>Land</div> <div> <p>This land enters tapped unless you control a Swamp or a Mountain.</p> <p>{T}: Add {B} or {R}.</p> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                             | <div> <div>Earthshaker Khenra</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> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Earthshaker Khenra</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> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Earthshaker Khenra</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> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |
| <div> <div>Glorybringer</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> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Glorybringer</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> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                    | <div> <div>Glorybringer</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> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                    | <div> <div>Goblin Chainwhirler</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> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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>3/3<br>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>3/3<br>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>3/3<br>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>5/4<br>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>5/4<br>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>5/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Heart of Kiran</b> (2)<br>Legendary Artifact -- Vehicle<br>Flying, vigilance<br>Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)<br>You may remove a loyalty counter from a planeswalker you control rather than pay Heart of Kiran's crew cost.<br>4/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Heart of Kiran</b> (2)<br>Legendary Artifact -- Vehicle<br>Flying, vigilance<br>Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)<br>You may remove a loyalty counter from a planeswalker you control rather than pay Heart of Kiran's crew cost.<br>4/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

**Playtest cards - dkgojackets - 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 4/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Lightning Strike</div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div></div><div><div>1</div><div>R</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Lightning Strike</div><div>Instant</div><div>Lightning Strike deals 3 damage to any target.</div></div><div><div>1</div><div>R</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                           | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                           | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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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>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                   |
| <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>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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> |

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| <div> <div>Pia Nalaar</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div> <div>Legendary Creature -- Human Artificer</div> <div> <div>When Pia Nalaar enters, create a 1/1 colorless Thopter artifact creature token with flying.</div> <div>{1}{R}: Target artifact creature gets +1/+0 until end of turn.</div> <div>{1}, Sacrifice an artifact: Target creature can't block this turn.</div> </div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Scrapheap Scrounger</div> <div> <div>2</div> </div> </div> <div> <div> <div>Artifact Creature -- Construct</div> <div> <div>This creature can't block.</div> <div>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.</div> </div> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Scrapheap Scrounger</div> <div> <div>2</div> </div> </div> <div> <div> <div>Artifact Creature -- Construct</div> <div> <div>This creature can't block.</div> <div>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.</div> </div> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Scrapheap Scrounger</div> <div> <div>2</div> </div> </div> <div> <div> <div>Artifact Creature -- Construct</div> <div> <div>This creature can't block.</div> <div>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.</div> </div> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
| <div> <div>Scrapheap Scrounger</div> <div> <div>2</div> </div> </div> <div> <div> <div>Artifact Creature -- Construct</div> <div> <div>This creature can't block.</div> <div>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.</div> </div> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                        | <div> <div>Soul-Scar Mage</div> <div> <div>R</div> </div> </div> <div> <div> <div>Creature -- Human Wizard</div> <div> <div>Prowess</div> <div>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> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>  | <div> <div>Soul-Scar Mage</div> <div> <div>R</div> </div> </div> <div> <div> <div>Creature -- Human Wizard</div> <div> <div>Prowess</div> <div>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> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>  | <div> <div>Soul-Scar Mage</div> <div> <div>R</div> </div> </div> <div> <div> <div>Creature -- Human Wizard</div> <div> <div>Prowess</div> <div>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> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>  |

Playtest cards - dkgojackets - Standard (Standard League)

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Soul-Scar Mage</b> <span>(R)</span> </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> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Swamp</b> </div> <div>           Basic Land -- Swamp         </div> <div> <p>{T}: Add {B}.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                               | <div> <b>Unlicensed Disintegration</b> <span>(1)(B)(R)</span> </div> <div>           Instant         </div> <div> <p>Destroy target creature. If you control an artifact, Unlicensed Disintegration deals 3 damage to that creature's controller.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                              | <div> <b>Unlicensed Disintegration</b> <span>(1)(B)(R)</span> </div> <div>           Instant         </div> <div> <p>Destroy target creature. If you control an artifact, Unlicensed Disintegration deals 3 damage to that creature's controller.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                              |
| <div> <b>Abrade</b> <span>(1)(R)</span> </div> <div>           Instant         </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Abrade deals 3 damage to target creature.</li> <li>* Destroy target artifact.</li> </ul> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                              | <div> <b>Abrade</b> <span>(1)(R)</span> </div> <div>           Instant         </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Abrade deals 3 damage to target creature.</li> <li>* Destroy target artifact.</li> </ul> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Bomat Courier</b> <span>(1)</span> </div> <div>           Artifact Creature -- Construct         </div> <div> <p>Haste</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Bomat Courier</b> <span>(1)</span> </div> <div>           Artifact Creature -- Construct         </div> <div> <p>Haste</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |



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| <div> <b>Bomat Courier</b> <span>1</span> </div> <div> Artifact Creature -- Construct </div> <div> <p>Haste</p> <p>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.</p> <p>[sideboard]</p> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Chandra's Defeat</b> <span>R</span> </div> <div> Instant </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Chandra's Defeat</b> <span>R</span> </div> <div> Instant </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Doomfall</b> <span>2</span><span>B</span> </div> <div> Sorcery </div> <div> <p>Choose one --</p> <p>* Target opponent exiles a creature they control.</p> <p>* Target opponent reveals their hand. You choose a nonland card from it. Exile that card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Doomfall</b> <span>2</span><span>B</span> </div> <div> Sorcery </div> <div> <p>Choose one --</p> <p>* Target opponent exiles a creature they control.</p> <p>* Target opponent reveals their hand. You choose a nonland card from it. Exile that card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                            | <div> <b>Duress</b> <span>B</span> </div> <div> Sorcery </div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                | <div> <b>Duress</b> <span>B</span> </div> <div> Sorcery </div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                | <div> <b>Duress</b> <span>B</span> </div> <div> Sorcery </div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                     |

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| <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>Magma Spray</div><div>R</div></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 PLAYbotbox.dev</div></div> | <div><div><div>Magma Spray</div><div>R</div></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 PLAYbotbox.dev</div></div> |  |
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