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| <div> <div> <b>Burnout Bashtronaut</b> <span>(R)</span> </div> <div>           Creature -- Goblin Warrior         </div> <div>           Menace<br/>           Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>           {2}: This creature gets +1/+0 until end of turn.<br/>           Max speed -- This creature has double strike.         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Burnout Bashtronaut</b> <span>(R)</span> </div> <div>           Creature -- Goblin Warrior         </div> <div>           Menace<br/>           Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>           {2}: This creature gets +1/+0 until end of turn.<br/>           Max speed -- This creature has double strike.         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Burnout Bashtronaut</b> <span>(R)</span> </div> <div>           Creature -- Goblin Warrior         </div> <div>           Menace<br/>           Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>           {2}: This creature gets +1/+0 until end of turn.<br/>           Max speed -- This creature has double strike.         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Burnout Bashtronaut</b> <span>(R)</span> </div> <div>           Creature -- Goblin Warrior         </div> <div>           Menace<br/>           Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)<br/>           {2}: This creature gets +1/+0 until end of turn.<br/>           Max speed -- This creature has double strike.         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |
| <div> <div> <b>Burst Lightning</b> <span>(R)</span> </div> <div>           Instant         </div> <div>           Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/>           Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                          | <div> <div> <b>Burst Lightning</b> <span>(R)</span> </div> <div>           Instant         </div> <div>           Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/>           Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                          | <div> <div> <b>Burst Lightning</b> <span>(R)</span> </div> <div>           Instant         </div> <div>           Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/>           Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                          | <div> <div> <b>Burst Lightning</b> <span>(R)</span> </div> <div>           Instant         </div> <div>           Kicker {4} (You may pay an additional {4} as you cast this spell.)<br/>           Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                          |



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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                   | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                   | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                   | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                      |
| <div>Nova Hellkite</div> <div>3RR</div> <div>Creature -- Dragon</div> <div>Flying, haste<br/>When this creature enters, it deals 1 damage to target creature an opponent controls.<br/>Warp {2}{R} (You may cast this card from your hand for its warp cost.<br/>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Nova Hellkite</div> <div>3RR</div> <div>Creature -- Dragon</div> <div>Flying, haste<br/>When this creature enters, it deals 1 damage to target creature an opponent controls.<br/>Warp {2}{R} (You may cast this card from your hand for its warp cost.<br/>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Nova Hellkite</div> <div>3RR</div> <div>Creature -- Dragon</div> <div>Flying, haste<br/>When this creature enters, it deals 1 damage to target creature an opponent controls.<br/>Warp {2}{R} (You may cast this card from your hand for its warp cost.<br/>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Obliterating Bolt</div> <div>1R</div> <div>Sorcery</div> <div>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Obliterating Bolt</div><div>1R</div></div><div>Sorcery</div><div>Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                            | <div><div><div>Ojer Axonil, Deepest Might</div><div></div></div><div>Card</div><div></div><div><div>OTHER FACE</div></div><div><div>Ojer Axonil, Deepest Might</div><div></div></div><div>Card</div><div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                               | <div><div><div>Ojer Axonil, Deepest Might</div><div></div></div><div>Card</div><div></div><div><div>OTHER FACE</div></div><div><div>Ojer Axonil, Deepest Might</div><div></div></div><div>Card</div><div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                               | <div><div><div>Razorkin Needlehead</div><div>RR</div></div><div>Creature -- Human Assassin</div><div>This creature has first strike during your turn. Whenever an opponent draws a card, this creature deals 1 damage to them.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Razorkin Needlehead</div><div>RR</div></div><div>Creature -- Human Assassin</div><div>This creature has first strike during your turn. Whenever an opponent draws a card, this creature deals 1 damage to them.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Razorkin Needlehead</div><div>RR</div></div><div>Creature -- Human Assassin</div><div>This creature has first strike during your turn. Whenever an opponent draws a card, this creature deals 1 damage to them.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Razorkin Needlehead</div><div>RR</div></div><div>Creature -- Human Assassin</div><div>This creature has first strike during your turn. Whenever an opponent draws a card, this creature deals 1 damage to them.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Riverpyre Verge</div><div></div></div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                          |

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| <div><div>Riverpyre Verge</div><div>Land</div><div><div>{T}: Add {R}.</div><div>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Riverpyre Verge</div><div>Land</div><div><div>{T}: Add {R}.</div><div>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Riverpyre Verge</div><div>Land</div><div><div>{T}: Add {R}.</div><div>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Scalding Viper</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div><div>Scalding Viper</div><div>Card</div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                        |
| <div><div>Scalding Viper</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div><div>Scalding Viper</div><div>Card</div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div>Scalding Viper</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div><div>Scalding Viper</div><div>Card</div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div>Scalding Viper</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div><div>Scalding Viper</div><div>Card</div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div>Screeching Nemesis</div><div>Creature -- Spirit</div><div><div>Haste</div><div>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</div></div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Screaming Nemesis</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Creature -- Spirit</div> <div> <div>Haste</div> <div>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</div> </div> <div> <div>3/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Screaming Nemesis</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Creature -- Spirit</div> <div> <div>Haste</div> <div>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</div> </div> <div> <div>3/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Screaming Nemesis</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Creature -- Spirit</div> <div> <div>Haste</div> <div>Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.</div> </div> <div> <div>3/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Soulstone Sanctuary</div> </div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Soulstone Sanctuary</div> </div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                    | <div> <div>Soulstone Sanctuary</div> </div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                    | <div> <div>Spirebluff Canal</div> </div> <div>Land</div> <div> <div>This land enters tapped unless you control two or fewer other lands.</div> <div>{T}: Add {U} or {R}.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                           | <div> <div>Spirebluff Canal</div> </div> <div>Land</div> <div> <div>This land enters tapped unless you control two or fewer other lands.</div> <div>{T}: Add {U} or {R}.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                        |

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| <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div>Witchstalker Frenzy3R</div><div>Instant</div><div>This spell costs {1} less to cast for each creature that attacked this turn.<br/>Witchstalker Frenzy deals 5 damage to target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                               | <div><div>Witchstalker Frenzy3R</div><div>Instant</div><div>This spell costs {1} less to cast for each creature that attacked this turn.<br/>Witchstalker Frenzy deals 5 damage to target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     |
| <div><div>Abrade1R</div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Abrade1R</div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chandra, Spark Hunter3R</div><div>Legendary Planeswalker -- Chandra</div><div>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.<br/>[+2]: You may sacrifice an artifact or discard a card. If you do, draw a card.<br/>[0]: Create a 3/2 colorless Vehicle artifact token with crew 1.<br/>[-7]: You get an emblem with "Whenever an artifact you control enters, this emblem deals 3 damage to any target."</div><div>[sideboard]</div><div>L4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cut Propulsion2R</div><div>Instant</div><div>Target creature deals damage to itself equal to its power. If that creature has flying, it deals twice that much damage to itself instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Fire Magic</div> <div> <div></div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Tiered (Choose one additional cost.)</p> <p>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.</p> <p>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.</p> <p>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.</p> </div> <div>[sideboard]</div> <div> <div>1/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                               | <div> <div>Magebane Lizard</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Lizard</div> <div> <p>Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.</p> </div> <div>[sideboard]</div> <div> <div>1/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                           | <div> <div>Magebane Lizard</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Lizard</div> <div> <p>Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.</p> </div> <div>[sideboard]</div> <div> <div>1/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                           | <div> <div>Magebane Lizard</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Lizard</div> <div> <p>Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.</p> </div> <div>[sideboard]</div> <div> <div>1/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                   |
| <div> <div>Nova Hellkite</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <p>Flying, haste</p> <p>When this creature enters, it deals 1 damage to target creature an opponent controls.</p> <p>Warp {2}{R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</p> </div> <div>[sideboard]</div> <div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sunspine Lynx</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Elemental Cat</div> <div> <p>Players can't gain life. Damage can't be prevented.</p> <p>When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.</p> </div> <div>[sideboard]</div> <div> <div>5/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sunspine Lynx</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Elemental Cat</div> <div> <p>Players can't gain life. Damage can't be prevented.</p> <p>When this creature enters, it deals damage to each player equal to the number of nonbasic lands that player controls.</p> </div> <div>[sideboard]</div> <div> <div>5/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Torch the Tower</div> <div> <div></div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>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.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>[sideboard]</div> <div> <div>5/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

Playtest cards - hautoerho - Standard (Standard Challenge 32)

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 9/10 - 8 cards - 2.5 x 3.5 in each

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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.

[sidebar]

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② R

Gain control of target creature until end of turn. Untap it. It gains haste until end of turn. You may discard a card. If you do, draw a card.

[sideboard]

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② ③

Gain control of target creature until end of turn. Untap it. It gains haste until end of turn. You may discard a card. If you do, draw a card.

[sideboard]

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