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| <b>Burnout Bashtronaut</b> <span>(R)</span><br>Creature -- Goblin Warrior<br><hr/> 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.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Burnout Bashtronaut</b> <span>(R)</span><br>Creature -- Goblin Warrior<br><hr/> 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.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Burnout Bashtronaut</b> <span>(R)</span><br>Creature -- Goblin Warrior<br><hr/> 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.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Burnout Bashtronaut</b> <span>(R)</span><br>Creature -- Goblin Warrior<br><hr/> 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.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Burst Lightning</b> <span>(R)</span><br>Instant<br><hr/> 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.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                              | <b>Burst Lightning</b> <span>(R)</span><br>Instant<br><hr/> 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.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                              | <b>Burst Lightning</b> <span>(R)</span><br>Instant<br><hr/> 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.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                              | <b>Burst Lightning</b> <span>(R)</span><br>Instant<br><hr/> 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.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                              |

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| <b>Emberheart Challenger</b> (1)(R)<br>Creature -- Mouse Warrior<br>Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Emberheart Challenger</b> (1)(R)<br>Creature -- Mouse Warrior<br>Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Emberheart Challenger</b> (1)(R)<br>Creature -- Mouse Warrior<br>Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Emberheart Challenger</b> (1)(R)<br>Creature -- Mouse Warrior<br>Haste<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br>Valiant -- Whenever this creature becomes the target of a spell or ability you control for the first time each turn, exile the top card of your library. Until end of turn, you may play that card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Hired Claw</b> (R)<br>Creature -- Lizard Mercenary<br>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                               | <b>Hired Claw</b> (R)<br>Creature -- Lizard Mercenary<br>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                               | <b>Hired Claw</b> (R)<br>Creature -- Lizard Mercenary<br>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                               | <b>Hired Claw</b> (R)<br>Creature -- Lizard Mercenary<br>Whenever you attack with one or more Lizards, this creature deals 1 damage to target opponent.<br>{1}{R}: Put a +1/+1 counter on this creature. Activate only if an opponent lost life this turn and only once each turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                               |

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| <div>Inspiring Vantage</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Inspiring Vantage</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Inspiring Vantage</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Inspiring Vantage</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Lightning Helix</div> <div>Instant</div> <div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <div>Lightning Helix</div> <div>Instant</div> <div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <div>Lightning Helix</div> <div>Instant</div> <div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <div>Lightning Helix</div> <div>Instant</div> <div>Lightning Helix deals 3 damage to any target and you gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Nova Hellkite<div>3RR</div></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> |

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| <div> <div> <b>Nova Hellkite</b> <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.</p> <p>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> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Nova Hellkite</b> <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.</p> <p>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> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Nova Hellkite</b> <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.</p> <p>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> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Ojer Axonil, Deepest Might</b> </div> <div> <div>Card</div> <div> <div> <div>OTHER FACE</div> </div> </div> <div> <b>Ojer Axonil, Deepest Might</b> </div> <div> <div>Card</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                            |
| <div> <div> <b>Razorkin Needlehead</b> <div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Assassin</div> <div> <p>This creature has first strike during your turn.</p> <p>Whenever an opponent draws a card, this creature deals 1 damage to them.</p> </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> <b>Razorkin Needlehead</b> <div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Assassin</div> <div> <p>This creature has first strike during your turn.</p> <p>Whenever an opponent draws a card, this creature deals 1 damage to them.</p> </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> <b>Razorkin Needlehead</b> <div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Assassin</div> <div> <p>This creature has first strike during your turn.</p> <p>Whenever an opponent draws a card, this creature deals 1 damage to them.</p> </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> <b>Razorkin Needlehead</b> <div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Assassin</div> <div> <p>This creature has first strike during your turn.</p> <p>Whenever an opponent draws a card, this creature deals 1 damage to them.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |

Playtest cards - beraldi - 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 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Rockface Village</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R}. Spend this mana only to cast a creature spell.<br/>{R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rockface Village</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R}. Spend this mana only to cast a creature spell.<br/>{R}, {T}: Target Lizard, Mouse, Otter, or Raccoon you control gets +1/+0 and gains haste until end of turn. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>(<b>{T}</b>): Add <b>{R}</b> or <b>{W}</b>.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>(<b>{T}</b>): Add <b>{R}</b> or <b>{W}</b>.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         |
| <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>(<b>{T}</b>): Add <b>{R}</b> or <b>{W}</b>.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>(<b>{T}</b>): Add <b>{R}</b> or <b>{W}</b>.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div>Screaming Nemesis</div><div>Creature -- Spirit</div><div>Haste<br/>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>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Screaming Nemesis</div><div>Creature -- Spirit</div><div>Haste<br/>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>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

②R

Haste  
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.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R

Haste  
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.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Enchant creature you control  
When this Aura enters, exile target  
nonland permanent an opponent  
controls until this Aura leaves the  
battlefield.  
Enchanted creature gets +1/+0 and  
has lifelink and ward {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchanted creature gets +1/+0 and  
has lifelink and ward {2}.

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{T}: Add {C}.  
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {C}.  
{4}: This land becomes a 3/3 creature with vigilance and all creature types. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Sunbillow Verge</div><div>Land</div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                 | <div><div>Sunbillow Verge</div><div>Land</div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                 | <div><div>Sunbillow Verge</div><div>Land</div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                 | <div><div>Sunbillow Verge</div><div>Land</div><div><div><div>{T}: Add {W}.</div><div>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                 |
| <div><div>Abrade<div>1R</div></div><div>Instant</div><div><div>Choose one --</div><div>* Abrade deals 3 damage to target creature.</div><div>* Destroy target artifact.</div></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Abrade<div>1R</div></div><div>Instant</div><div><div>Choose one --</div><div>* Abrade deals 3 damage to target creature.</div><div>* Destroy target artifact.</div></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Abrade<div>1R</div></div><div>Instant</div><div><div>Choose one --</div><div>* Abrade deals 3 damage to target creature.</div><div>* Destroy target artifact.</div></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Abrade<div>1R</div></div><div>Instant</div><div><div>Choose one --</div><div>* Abrade deals 3 damage to target creature.</div><div>* Destroy target artifact.</div></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <b>Chandra, Spark Hunter</b> (3)(R)<br><hr/> Legendary Planeswalker -- Chandra<br><hr/> 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."<br><br>[sideboard]<br><br><div>L 4</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Chandra, Spark Hunter</b> (3)(R)<br><hr/> Legendary Planeswalker -- Chandra<br><hr/> 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."<br><br>[sideboard]<br><br><div>L 4</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Chandra, Spark Hunter</b> (3)(R)<br><hr/> Legendary Planeswalker -- Chandra<br><hr/> 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."<br><br>[sideboard]<br><br><div>L 4</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Chandra, Spark Hunter</b> (3)(R)<br><hr/> Legendary Planeswalker -- Chandra<br><hr/> 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."<br><br>[sideboard]<br><br><div>L 4</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Get Lost</b> (1)(W)<br><hr/> Instant<br><hr/> Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                   | <b>Get Lost</b> (1)(W)<br><hr/> Instant<br><hr/> Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                   | <b>Obliterating Bolt</b> (1)(R)<br><hr/> Sorcery<br><hr/> Obliterating Bolt deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                        | <b>Ojer Axonil, Deepest Might</b><br><hr/> Card<br><hr/> [sideboard]<br><br><br><div>----- OTHER FACE -----</div><br><b>Ojer Axonil, Deepest Might</b><br><hr/> Card<br><hr/><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                        |

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| <div><div><div>Rest in Peace</div><div>1W</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Rest in Peace</div><div>1W</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |  |
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