

① R

Choose one --

\* Abrade deals 3 damage to target creature.

\* Destroy target artifact.

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①②

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* Abrade deals 3 damage to target
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* Destroy target artifact.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Haste (This creature can attack and {T} as soon as it comes under your control.)

You may exert this creature as it attacks. When you do, target creature can't block this turn. (An exerted creature won't untap during your next untap step.)

3/2

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②③

Haste (This creature can attack and {T} as soon as it comes under your control.)

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3/2

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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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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.

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

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

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| <div>Rekindling Phoenix (2)(R)(R)</div> <div>Creature -- Phoenix</div> <div>Flying<br/>When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn."</div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Rekindling Phoenix (2)(R)(R)</div> <div>Creature -- Phoenix</div> <div>Flying<br/>When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn."</div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Rekindling Phoenix (2)(R)(R)</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>Scavenger Grounds</div> <div>Land -- Desert</div> <div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a Desert: Exile all graveyards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Soul-Scar Mage</div><div><div>R</div></div></div> <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><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Soul-Scar Mage</div><div><div>R</div></div></div> <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><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                    | <div><div>Soul-Scar Mage</div><div><div>R</div></div></div> <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><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                    | <div><div>Soul-Scar Mage</div><div><div>R</div></div></div> <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><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Abrade</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div><div>[sideboard]</div><div><div>3/5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                      | <div><div>Aethersphere Harvester</div><div><div>3</div></div></div> <div><div>Artifact -- Vehicle</div><div>Flying<br/>When this Vehicle enters, you get {E}{E} (two energy counters).<br/>Pay {E}: This Vehicle gains lifelink until end of turn.<br/>Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)</div><div>[sideboard]</div><div><div>3/5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Aethersphere Harvester</div><div><div>3</div></div></div> <div><div>Artifact -- Vehicle</div><div>Flying<br/>When this Vehicle enters, you get {E}{E} (two energy counters).<br/>Pay {E}: This Vehicle gains lifelink until end of turn.<br/>Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)</div><div>[sideboard]</div><div><div>3/5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Banefire</div><div><div>X</div><div>R</div></div></div> <div><div>Sorcery</div><div>Banefire deals X damage to any target.<br/>If X is 5 or more, this spell can't be countered and the damage can't be prevented.</div><div>[sideboard]</div><div><div>3/5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                  |

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| <div> <b>Banefire</b> <span>(X)(R)</span> </div> <div>Sorcery</div> <div> <p>Banefire deals X damage to any target.</p> <p>If X is 5 or more, this spell can't be countered and the damage can't be prevented.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                              | <div> <b>Chandra, Torch of Defiance</b> <span>(2)(R)(R)</span> </div> <div>Legendary Planeswalker -- Chandra</div> <div> <p>[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.</p> <p>[+1]: Add {R}{R}.</p> <p>[-3]: Chandra deals 4 damage to target creature.</p> <p>[-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target."</p> <p>[sideboard]</p> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Chandra, Torch of Defiance</b> <span>(2)(R)(R)</span> </div> <div>Legendary Planeswalker -- Chandra</div> <div> <p>[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.</p> <p>[+1]: Add {R}{R}.</p> <p>[-3]: Chandra deals 4 damage to target creature.</p> <p>[-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target."</p> <p>[sideboard]</p> </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Glorybringer</b> <span>(3)(R)(R)</span> </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> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Pia Nalaar</b> <span>(2)(R)</span> </div> <div>Legendary Creature -- Human Artificer</div> <div> <p>When Pia Nalaar enters, create a 1/1 colorless Thopter artifact creature token with flying.</p> <p>{1}{R}: Target artifact creature gets +1/+0 until end of turn.</p> <p>{1}, Sacrifice an artifact: Target creature can't block this turn.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Pia Nalaar</b> <span>(2)(R)</span> </div> <div>Legendary Creature -- Human Artificer</div> <div> <p>When Pia Nalaar enters, create a 1/1 colorless Thopter artifact creature token with flying.</p> <p>{1}{R}: Target artifact creature gets +1/+0 until end of turn.</p> <p>{1}, Sacrifice an artifact: Target creature can't block this turn.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                         |

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

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| <div> <div> Release the Gremlins X X R </div> <div> Sorcery </div> <div> Destroy X target artifacts. Create X 2/2 red Gremlin creature tokens. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Scavenger Grounds </div> <div> Land -- Desert </div> <div> {T}: Add {C}.<br/>{2}, {T}, Sacrifice a Desert: Exile all graveyards. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Sorcerous Spyglass 2 </div> <div> Artifact </div> <div> As this artifact enters, look at an opponent's hand, then choose any card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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