

① R

Choose one --

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Land

When this land enters, you get {E}  
(an energy counter).

$$\{T\}: \text{Add } \{C\}.$$

{T}, Pay {E}: Add one mana of any color.

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## Land -- Swamp Mountain

$$(\{T\}: \text{Add } \{B\} \text{ or } \{R\}.)$$

This land enters tapped.

Cycling {2} ({2}, Discard this card:  
Draw a card.)

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## Land -- Swamp Mountain

( $\{T\}$ : Add  $\{B\}$  or  $\{R\}$ .)

This land enters tapped.

Cycling {2} ({2}, Discard this card:  
Draw a card.)

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## Land -- Swamp Mountain

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This land enters tapped.

Cycling {2} ({2}, Discard this card:  
Draw a card.)

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

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.

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| <div><div>Canyon Slough</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>This land enters tapped.<br/>Cycling {2} ({2}, Discard this card:<br/>Draw a card.)</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>Cinder Barrens</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              |
| <div><div>Cinder Barrens</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {B} or {R}.</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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> |

## Dragonskull Summit

Land

This land enters tapped unless you control a Swamp or a Mountain.  
{T}: Add {B} or {R}.

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Land

This land enters tapped unless you control a Swamp or a Mountain.  
{T}: Add {B} or {R}.

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3 R R

Creature -- Dragon

Flying, haste  
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.)

4/4

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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.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

RRR

Creature -- Goblin Warrior

**First strike**  
When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control.

3/3

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When this creature enters, it deals 1 damage to each opponent and each creature and planeswalker they control.

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| <div><div>Heart of Kiran</div><div>2</div><div>Legendary Artifact -- Vehicle</div><div>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.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Heart of Kiran</div><div>2</div><div>Legendary Artifact -- Vehicle</div><div>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.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Heart of Kiran</div><div>2</div><div>Legendary Artifact -- Vehicle</div><div>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.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <b>Rekindling Phoenix</b> (2)(R)(R)<br>Creature -- Phoenix<br><hr/> Flying<br>When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn."<br><div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Rekindling Phoenix</b> (2)(R)(R)<br>Creature -- Phoenix<br><hr/> Flying<br>When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn."<br><div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Rekindling Phoenix</b> (2)(R)(R)<br>Creature -- Phoenix<br><hr/> Flying<br>When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn."<br><div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Rekindling Phoenix</b> (2)(R)(R)<br>Creature -- Phoenix<br><hr/> Flying<br>When this creature dies, create a 0/1 red Elemental creature token with "At the beginning of your upkeep, sacrifice this token and return target card named Rekindling Phoenix from your graveyard to the battlefield. It gains haste until end of turn."<br><div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Scrapheap Scrounger</b> (2)<br>Artifact Creature -- Construct<br><hr/> This creature can't block.<br>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.<br><div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                               | <b>Scrapheap Scrounger</b> (2)<br>Artifact Creature -- Construct<br><hr/> This creature can't block.<br>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.<br><div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                               | <b>Scrapheap Scrounger</b> (2)<br>Artifact Creature -- Construct<br><hr/> This creature can't block.<br>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.<br><div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                               | <b>Scrapheap Scrounger</b> (2)<br>Artifact Creature -- Construct<br><hr/> This creature can't block.<br>{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.<br><div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                               |

Playtest cards - rubberneck777 - Standard (Standard League)

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Soul-Scar Mage</div> <div> <div> <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>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> <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>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> <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>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Spire of Industry</div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{T}, Pay 1 life: Add one mana of any color. Activate only if you control an artifact.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                    |
| <div> <div>Spire of Industry</div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{T}, Pay 1 life: Add one mana of any color. Activate only if you control an artifact.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                    | <div> <div>Sunset Pyramid</div> <div> <div> <div></div> <div>2</div> </div> </div> </div> <div> <div>Artifact</div> <div> <div>This artifact enters with three brick counters on it.</div> <div>{2}, {T}, Remove a brick counter from this artifact: Draw a card.</div> <div>{2}, {T}: Scry 1.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                               | <div> <div>Swamp</div> </div> <div> <div>Basic Land -- Swamp</div> <div> <div>{T}: Add {B}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                  | <div> <div>Treasure Map</div> <div> <div> <div></div> <div>2</div> </div> </div> </div> <div> <div>Artifact</div> <div> <div>{1}, {T}: Scry 1. Put a landmark counter on this artifact. Then if there are three or more landmark counters on it, remove those counters, transform this artifact, and create three Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.")</div> <div> <div>BACK FACE</div> </div> </div> <div> <div>Treasure Cove</div> </div> <div> <div>Land</div> <div> <div>(Transforms from Treasure Map.)</div> <div>{T}: Add {C}.</div> <div>{T}, Sacrifice a Treasure: Draw a card.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |

Playtest cards - rubberneck777 - Standard (Standard League)

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

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| <div>Unlicensed Disintegration 1BR</div> <div>Instant</div> <div>Destroy target creature. If you control an artifact, Unlicensed Disintegration deals 3 damage to that creature's controller.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                          | <div>Unlicensed Disintegration 1BR</div> <div>Instant</div> <div>Destroy target creature. If you control an artifact, Unlicensed Disintegration deals 3 damage to that creature's controller.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                          | <div>Unlicensed Disintegration 1BR</div> <div>Instant</div> <div>Destroy target creature. If you control an artifact, Unlicensed Disintegration deals 3 damage to that creature's controller.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                          | <div>Vraska's Contempt 2BB</div> <div>Instant</div> <div>Exile target creature or planeswalker. You gain 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                       |
| <div>Bomat Courier 1</div> <div>Artifact Creature -- Construct</div> <div>Haste<br/>Whenever this creature attacks, exile the top card of your library face down. (You can't look at it.)<br/>{R}, Discard your hand, Sacrifice this creature: Put all cards exiled with this creature into their owners' hands.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Bomat Courier 1</div> <div>Artifact Creature -- Construct</div> <div>Haste<br/>Whenever this creature attacks, exile the top card of your library face down. (You can't look at it.)<br/>{R}, Discard your hand, Sacrifice this creature: Put all cards exiled with this creature into their owners' hands.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Bomat Courier 1</div> <div>Artifact Creature -- Construct</div> <div>Haste<br/>Whenever this creature attacks, exile the top card of your library face down. (You can't look at it.)<br/>{R}, Discard your hand, Sacrifice this creature: Put all cards exiled with this creature into their owners' hands.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Bomat Courier 1</div> <div>Artifact Creature -- Construct</div> <div>Haste<br/>Whenever this creature attacks, exile the top card of your library face down. (You can't look at it.)<br/>{R}, Discard your hand, Sacrifice this creature: Put all cards exiled with this creature into their owners' hands.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Chandra's Defeat</div><div>R</div><div>Instant</div><div>Chandra's Defeat deals 5 damage to target red creature or red planeswalker. If that permanent is a Chandra planeswalker, you may discard a card. If you do, draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chandra's Defeat</div><div>R</div><div>Instant</div><div>Chandra's Defeat deals 5 damage to target red creature or red planeswalker. If that permanent is a Chandra planeswalker, you may discard a card. If you do, draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chandra's Defeat</div><div>R</div><div>Instant</div><div>Chandra's Defeat deals 5 damage to target red creature or red planeswalker. If that permanent is a Chandra planeswalker, you may discard a card. If you do, draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cut</div><div>1R</div><div>Sorcery</div><div>Cut deals 4 damage to target creature.</div><div>[sideboard]</div><div>----- AFTERMATH HALF -----</div><div><div>Ribbons</div><div>XB</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>Doomfall</div><div>2B</div><div>Sorcery</div><div>Choose one --<br/>* Target opponent exiles a creature they control.<br/>* Target opponent reveals their hand. You choose a nonland card from it. Exile that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               | <div><div>Doomfall</div><div>2B</div><div>Sorcery</div><div>Choose one --<br/>* Target opponent exiles a creature they control.<br/>* Target opponent reveals their hand. You choose a nonland card from it. Exile that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               | <div><div>Duress</div><div>B</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>Duress</div><div>B</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>                                                                                                                                  |

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| <div> <div>Duress</div> <div>B</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Glorybringer</div> <div>3R R</div> </div> <div>Creature -- Dragon</div> <div> <p>Flying, haste</p> <p>You may exert this creature as it attacks. When you do, it deals 4 damage to target non-Dragon creature an opponent controls. (An exerted creature won't untap during your next untap step.)</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Karn, Scion of Urza</div> <div>4</div> </div> <div>Legendary Planeswalker -- Karn</div> <div> <p>[+1]: Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it.</p> <p>[-1]: Put a card you own with a silver counter on it from exile into your hand.</p> <p>[-2]: Create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control."</p> <p>[sideboard]</p> </div> <div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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