Abrade {1}{R}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arena of Glory

Land

This land enters tapped unless you control a Mountain.
{T}: Add {R}.
{R}, {T}, Exert this land: Add {R}{R}. If any of that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arid Mesa

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ash Zealot {R}{R}

Creature -- Human Warrior

First strike, haste
Whenever a player casts a spell from a graveyard, this creature deals 3 damage to that player.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barbarian Ring

Land

{T}: Add {R}. This land deals 1 damage to you.
Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Broadside Bombardiers {2}{R}

Creature -- Goblin Pirate

Menace, haste
Boast -- Sacrifice another creature or artifact: This creature deals damage equal to 2 plus the sacrificed permanent's mana value to any target. (Activate only if this creature attacked this turn and only once each turn.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burst Lightning {R}

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cemetery Gatekeeper {1}{R}

Creature -- Vampire

First strike
When this creature enters, exile a card from a graveyard.
Whenever a player plays a land or casts a spell, if it shares a card type with the exiled card, this creature deals 2 damage to that player.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chain Lightning {R}

Sorcery

Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dead {R}

Instant

Dead deals 2 damage to target creature.

- - - RIGHT HALF - - -

Gone {2}{R}

Instant

Return target creature you don't control to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Den of the Bugbear

Land

If you control two or more other lands, this land enters tapped.
{T}: Add {R}.
{3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Detective's Phoenix {2}{R}

Enchantment Creature -- Phoenix

Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.)
Flying, haste
Enchanted creature gets +2/+2 and has flying and haste.
You may cast this card from your graveyard using its bestow ability.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dragon's Rage Channeler {R}

Creature -- Human Shaman

Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)
Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eidolon of the Great Revel {R}{R}

Enchantment Creature -- Spirit

Whenever a player casts a spell with mana value 3 or less, this creature deals 2 damage to that player.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emberheart Challenger {1}{R}

Creature -- Mouse Warrior

Haste
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Fanged Flames {1}{R}

Sorcery

Devoid (This card has no color.)
Fanged Flames deals 4 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fear of Missing Out {1}{R}

Enchantment Creature -- Nightmare

When this creature enters, discard a card, then draw a card.
Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Feldon, Ronom Excavator {1}{R}

Legendary Creature -- Human Artificer

Haste
Feldon can't block.
Whenever Feldon is dealt damage, exile that many cards from the top of your library. Choose one of them. Until the end of your next turn, you may play that card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fiery Confluence {2}{R}{R}

Sorcery

Choose three. You may choose the same mode more than once.
* Fiery Confluence deals 1 damage to each creature.
* Fiery Confluence deals 2 damage to each opponent.
* Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fireblast {4}{R}{R}

Instant

You may sacrifice two Mountains rather than pay this spell's mana cost.
Fireblast deals 4 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flame Slash {R}

Sorcery

Flame Slash deals 4 damage to target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forked Bolt {R}

Sorcery

Forked Bolt deals 2 damage divided as you choose among one or two targets.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fury {3}{R}{R}

Creature -- Elemental Incarnation

Double strike
When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.
Evoke--Exile a red card from your hand.

3/3

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Galvanic Blast (R)

Instant

Galvanic Blast deals 2 damage to any target.
Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Galvanic Discharge (R)

Instant

Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gau, Feral Youth (1)(R)

Legendary Creature -- Human Berserker

Rage -- Whenever Gau attacks, put a +1/+1 counter on it.
At the beginning of each end step, if a card left your graveyard this turn, Gau deals damage equal to its power to each opponent.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghostfire Slice (2)(R)

Instant

Devoid (This card has no color.)
This spell costs {2} less to cast if an opponent controls a multicolored permanent.
Ghostfire Slice deals 4 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gornog, the Red Reaper (2)(R)

Legendary Creature -- Minotaur Warrior

Haste
Cowards can't block Warriors.
Whenever one or more Warriors you control attack a player, target creature that player controls becomes a Coward.
Attacking Warriors you control get +X/+0, where X is the number of Cowards your opponents control.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grim Lavamancer (R)

Creature -- Human Wizard

{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hawkeye, Master Marksman (1)(R)

Legendary Creature -- Human Archer Hero

Reach, first strike
Trick Arrows -- Whenever Hawkeye becomes tapped, you may pay {1} up to three times. When you do, choose up to that many --
* Net -- Target creature can't block this turn.
* Explosive -- Hawkeye deals 2 damage to target player.
* Boomerang -- Discard a card, then draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Headliner Scarlett (3)(R)

Legendary Creature -- Human Warlock

Haste
When Headliner Scarlett enters, creatures target player controls can't block this turn.
At the beginning of your upkeep, exile the top card of your library face down. You may look at and play that card this turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Hexing Squelcher {1}{R}

Creature -- Goblin Sorcerer

This spell can't be countered.
Ward--Pay 2 life.
Spells you control can't be countered.
Other creatures you control have "Ward--Pay 2 life."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horizon of Progress

Land

{T}, Pay 1 life: Add one mana of any type that a land you control could produce.
{3}, {T}: You may put a land card from your hand onto the battlefield tapped.
{1}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Impractical Joke {R}

Sorcery

Damage can't be prevented this turn. Impractical Joke deals 3 damage to up to one target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Incendiary Flow {1}{R}

Sorcery

Incendiary Flow deals 3 damage to any target. If a creature dealt damage this way would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Incinerate {1}{R}

Instant

Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kellan, Planar Trailblazer {R}

Legendary Creature -- Human Faerie Scout

{1}{R}: If Kellan is a Scout, it becomes a Human Faerie Detective and gains "Whenever Kellan deals combat damage to a player, exile the top card of your library. You may play that card this turn."
{2}{R}: If Kellan is a Detective, it becomes a 3/2 Human Faerie Rogue and gains double strike.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kraza, the Swarm as One

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Laelia, the Blade Reforged {2}{R}

Legendary Creature -- Spirit Warrior

Haste
Whenever Laelia attacks, exile the top card of your library. You may play that card this turn.
Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia.

2/2

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Lightning Bolt {R}

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Strike {1}{R}

Instant

Lightning Strike deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Light Up the Stage {2}{R}

Sorcery

Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)
Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Loyal Apprentice {1}{R}

Creature -- Human Artificer

Haste
Lieutenant -- At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magmatic Sinkhole {5}{R}

Instant

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Magmatic Sinkhole deals 5 damage to target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mine Collapse {3}{R}

Instant

If it's your turn, you may sacrifice a Mountain rather than pay this spell's mana cost.
Mine Collapse deals 5 damage to target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Factory

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Molten-Core Maestro {1}{R}

Creature -- Goblin Bard

Menace
Opus -- Whenever you cast an instant or sorcery spell, put a +1/+1 counter on this creature. If five or more mana was spent to cast that spell, add an amount of {R} equal to this creature's power.

2/2

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Monastery Swiftspear ®

Creature -- Human Monk

Haste
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutavault

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Party Thrasher {1}{R}

Creature -- Lizard Wizard

Noncreature spells you cast from exile have convoke. (Each creature you tap while casting a noncreature spell from exile pays for {1} or one mana of that creature's color.)
At the beginning of your first main phase, you may discard a card. If you do, exile the top two cards of your library, then choose one of them. You may play that card this turn.

1/4

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Pillar of Flame {R}

Sorcery

Pillar of Flame deals 2 damage to any target. If a creature dealt damage this way would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Play with Fire {R}

Instant

Play with Fire deals 2 damage to any target. If a player is dealt damage this way, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismatic Vista

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyrokinesis {4}{R}{R}

Instant

You may exile a red card from your hand rather than pay this spell's mana cost.
Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ramunap Ruins

Land -- Desert

{T}: Add {C}.
{T}, Pay 1 life: Add {R}.
{2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ranger's Firebrand {R}

Sorcery

Ranger's Firebrand deals 2 damage to any target. The Ring tempts you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razorkin Needlehead {R}{R}

Creature -- Human Assassin

This creature has first strike during your turn.
Whenever an opponent draws a card, this creature deals 1 damage to them.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scalding Tarn

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Micazorius - Duel Commander (Duel Commander League) sheet 10/13 - 8 cards - 2.5 x 3.5 in each

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Screaming Nemesis {2}{R}

Creature -- Spirit

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

Seal of Fire {R}

Enchantment

Sacrifice this enchantment: It deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Searing Blaze {R}{R}

Instant

Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls.
Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Searing Spear {1}{R}

Instant

Searing Spear deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shinka, the Bloodsoaked Keep

Legendary Land

{T}: Add {R}.
{R}, {T}: Target legendary creature gains first strike until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shock {R}

Instant

Shock deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slickshot Show-Off {1}{R}

Creature -- Bird Wizard

Flying, haste
Whenever you cast a noncreature spell, this creature gets +2/+0 until end of turn.
Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sokenzan, Crucible of Defiance

Legendary Land

{T}: Add {R}.
Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sundering Eruption {2}{R}

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn.

- - - BACK FACE - - -

Volcanic Fissure

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Synth Eradicator {2}{R}

Artifact Creature -- Synth Soldier

Haste
Whenever this creature attacks, exile the top card of your library. You may get {E}{E} (two energy counters). If you don't, you may play that card this turn.
{T}, Pay {E}{E}{E}: This creature deals 3 damage to any target.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Talon Gates of Madara

Land -- Gate

When this land enters, up to one target creature phases out.
{T}: Add {C}.
{1}, {T}: Add one mana of any color.
{4}: Put this card from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tarfire {R}

Kindred Instant -- Goblin

Tarfire deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tersa Lightshatter {2}{R}

Legendary Creature -- Orc Wizard

Haste
When Tersa Lightshatter enters, discard up to two cards, then draw that many cards.
Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unholy Heat {R}

Instant

Unholy Heat deals 2 damage to target creature or planeswalker.
Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Untimely Malfunction {1}{R}

Instant

Choose one --
* Destroy target artifact.
* Change the target of target spell or ability with a single target.
* One or two target creatures can't block this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Slash {R}

Instant

Ferocious -- If you control a creature with power 4 or greater, damage can't be prevented this turn.
Wild Slash deals 2 damage to any target.

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Witchstalker Frenzy {3}{R}

Instant

This spell costs {1} less to cast for each creature that attacked this turn.
Witchstalker Frenzy deals 5 damage to target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wooded Foothills

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zhao, the Moon Slayer {1}{R}

Legendary Creature -- Human Soldier

Menace
Nonbasic lands enter tapped.
{7}: Put a conqueror counter on Zhao.
As long as Zhao has a conqueror counter on him, nonbasic lands are Mountains. (They lose all other land types and abilities and have "{T}: Add {R}.")

2/2

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Zurgo Bellstriker {R}

Legendary Creature -- Orc Warrior

Zurgo can't block creatures with power 2 or greater.
Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

[sideboard]

2/2

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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.