Alesha, Who Laughs at Fate {1}{B}{R}

Legendary Creature -- Human Warrior

First strike
Whenever Alesha attacks, put a +1/+1 counter on it.
Raid -- At the beginning of your end step, if you attacked this turn, return target creature card with mana value less than or equal to Alesha's power from your graveyard to the battlefield.

2/2

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

Badlands

Land -- Swamp Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barrowgoyf {2}{B}

Creature -- Lhurgoyf

Deathtouch, lifelink
Barrowgoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.
Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand.

/1+

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bitter Triumph {1}{B}

Instant

As an additional cost to cast this spell, discard a card or pay 3 life.
Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blazemire Verge

Land

{T}: Add {B}.
{T}: Add {R}. Activate only if you control a Swamp or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Blood Moon {2}{R}

Enchantment

Nonbasic lands are Mountains.

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

Bloodtithe Harvester {B}{R}

Creature -- Vampire

When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")
{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boggart Trawler {2}{B}

Creature -- Goblin

When this creature enters, exile target player's graveyard.

3/1

- - - BACK FACE - - -

Boggart Bog

Land

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

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

Cecil, Dark Knight {B}

Legendary Creature -- Human Knight

Deathtouch
Darkness -- Whenever Cecil deals damage, you lose that much life. Then if your life total is less than or equal to half your starting life total, untap Cecil and transform it.

2/3

- - - BACK FACE - - -

Cecil, Redeemed Paladin

Legendary Creature -- Human Knight

Lifelink
Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chrome Mox {0}

Artifact

Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.
{T}: Add one mana of any of the exiled card's colors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cori-Steel Cutter {1}{R}

Artifact -- Equipment

Equipped creature gets +1/+1 and has trample and haste.
Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)
Equip {1}{R}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Dark Confidant {1}{B}

Creature -- Human Wizard

At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauthi Voidwalker {B}{B}

Creature -- Dauthi Rogue

Shadow (This creature can block or be blocked by only creatures with shadow.)
If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.
{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deadpool, Trading Card {2}{B}{R}

Legendary Creature -- Mutant Mercenary Hero

As Deadpool enters, you may exchange his text box and another creature's.
At the beginning of your upkeep, you lose 3 life.
{3}, Sacrifice this creature: Each other player draws a card.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dismember {1}{BP}{BP}

Instant

({B/P} can be paid with either {B} or 2 life.)
Target creature gets -5/-5 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dread Fugue {B}

Sorcery

Cleave {2}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)
Target player reveals their hand. You choose a nonland card from it [with mana value 2 or less]. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emperor of Bones {1}{B}

Creature -- Skeleton Noble

At the beginning of combat on your turn, exile up to one target card from a graveyard.
{1}{B}: Adapt 2.
Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fatal Push {B}

Instant

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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

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.

Grave Researcher (2)(B)

Creature -- Troll Warlock

At the beginning of your upkeep, surveil 1. Then if there are three or more creature cards in your graveyard, this creature becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

3/3

- - - OTHER FACE - - -

Reanimate (B)

Sorcery

Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gut, True Soul Zealot (2)(R)

Legendary Creature -- Goblin Shaman

Whenever you attack, you may sacrifice another creature or an artifact. If you do, create a 4/1 black Skeleton creature token with menace that's tapped and attacking. (It can't be blocked except by two or more creatures.)
Choose a Background (You can have a Background as a second commander.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Inquisition of Kozilek (B)

Sorcery

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inti, Seneschal of the Sun (1)(R)

Legendary Creature -- Human Knight

Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.
Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.

2/2

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt (R)

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Long Goodbye (1)(B)

Instant

This spell can't be countered. (This includes by the ward ability.)
Destroy target creature or planeswalker with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Lotus Petal {0}

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lurrus of the Dream-Den {1}{W/B}{W/B}

Legendary Creature -- Cat Nightmare

Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)
Lifelink
Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magus of the Moon {2}{R}

Creature -- Human Wizard

Nonbasic lands are Mountains.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marsh Flats

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Molten Collapse {B}{R}

Sorcery

Choose one. If you descended this turn, you may choose both instead. (You descended if a permanent card was put into your graveyard from anywhere.)
* Destroy target creature or planeswalker.
* Destroy target noncreature, nonland permanent with mana value 1 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moonshadow {B}

Creature -- Elemental

Menace
This creature enters with six -1/-1 counters on it.
Whenever one or more permanent cards are put into your graveyard from anywhere while this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Diamond {0}

Artifact

If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Nethergoyf (B)

Creature -- Lhurgoyf

Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1.
Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)

/1+

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orcish Bowmasters (1)(B)

Creature -- Orc Archer

Flash
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Price of Progress (1)(R)

Instant

Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyrogoyf (3)(R)

Creature -- Lhurgoyf

Pyrogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.
Whenever this creature or another Lhurgoyf creature you control enters, that creature deals damage equal to its power to any target.

/1+

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ragavan, Nimble Pilferer (R)

Legendary Creature -- Monkey Pirate

Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.
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.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raucous Theater

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

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

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.

Sheoldred, the Apocalypse {2}{B}{B}

Legendary Creature -- Phyrexian Praetor

Deathtouch
Whenever you draw a card, you gain 2 life.
Whenever an opponent draws a card, they lose 2 life.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Mountain

Basic Snow Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Sunset Saboteur {1}{B}

Creature -- Human Rogue

Menace
Ward--Discard a card.
Whenever this creature attacks, put a +1/+1 counter on target creature an opponent controls.

4/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtseize {B}

Sorcery

Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unearth {B}

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - inDisbeLeaf - Vintage v3 Group E35EF1 (Molten Collapse, Nethergoyf) (7pt sheet 7/10 - 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.

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

Verdant Catacombs

Land

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ashiok, Dream Render {1}{U/B}{U/B}

Legendary Planeswalker -- Ashiok

Spells and abilities your opponents control can't cause their controller to search their library.
[-1]: Target player mills four cards. Then exile each opponent's graveyard.

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Damping Sphere {2}

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.
Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Macabre {1}{B}{B}

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fire Covenant {1}{B}{R}

Instant

As an additional cost to cast this spell, pay X life.
Fire Covenant deals X damage divided as you choose among any number of target creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grafdigger's Cage {1}

Artifact

Creature cards in graveyards and libraries can't enter the battlefield.
Players can't cast spells from graveyards or libraries.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harsh Mentor {1}{R}

Creature -- Human Cleric

Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Maddening Hex {1}{R}{R}

Enchantment -- Aura Curse

Enchant player
Whenever enchanted player casts a noncreature spell, roll a d6. This Aura deals damage to that player equal to the result. Then attach this Aura to another one of your opponents chosen at random.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Massacre {2}{B}{B}

Sorcery

If an opponent controls a Plains and you control a Swamp, you may cast this spell without paying its mana cost.
All creatures get -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meltdown {X}{R}

Sorcery

Destroy each artifact with mana value X or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Opposition Agent {2}{B}

Creature -- Human Rogue

Flash
You control your opponents while they're searching their libraries.
While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rakdos Charm {B}{R}

Instant

Choose one --
* Exile target player's graveyard.
* Destroy target artifact.
* Each creature deals 1 damage to its controller.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Red Elemental Blast (R)

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheoldred's Edict (1)(B)

Instant

Choose one --
* Each opponent sacrifices a nontoken creature of their choice.
* Each opponent sacrifices a creature token of their choice.
* Each opponent sacrifices a planeswalker of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unlicensed Hearse (2)

Artifact -- Vehicle

{T}: Exile up to two target cards from a single graveyard.
Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.
Crew 2

[sideboard]

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.