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| <div>Ba Sing Se</div> <div>Land</div> <div> <p>This land enters tapped unless you control a basic land.</p> <p>{T}: Add {G}.</p> <p>{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Bitter Triumph</div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                               | <div>Bloodletter of Aclazotz</div> <div>Creature -- Vampire Demon</div> <div> <p>Flying</p> <p>If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.)</p> </div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Bloodletter of Aclazotz</div> <div>Creature -- Vampire Demon</div> <div> <p>Flying</p> <p>If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.)</p> </div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div>Bloodletter of Aclazotz</div> <div>Creature -- Vampire Demon</div> <div> <p>Flying</p> <p>If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.)</p> </div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                     | <div>Bloodletter of Aclazotz</div> <div>Creature -- Vampire Demon</div> <div> <p>Flying</p> <p>If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.)</p> </div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Deathcap Glade</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or more other lands.</p> <p>{T}: Add {B} or {G}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                   | <div>Deathcap Glade</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or more other lands.</p> <p>{T}: Add {B} or {G}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                   |

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| <div><div>Deathcap Glade</div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div>Deathcap Glade</div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div>Deep-Cavern Bat1B</div><div>Creature -- Bat</div><div>Flying, lifelink<br/>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                   | <div><div>Deep-Cavern Bat1B</div><div>Creature -- Bat</div><div>Flying, lifelink<br/>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Deep-Cavern Bat1B</div><div>Creature -- Bat</div><div>Flying, lifelink<br/>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deep-Cavern Bat1B</div><div>Creature -- Bat</div><div>Flying, lifelink<br/>When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Emeritus of Abundance2G</div><div>Creature -- Elf Druid</div><div>Vigilance<br/>This creature enters prepared.<br/>Whenever this creature attacks, if you control eight or more lands, this creature becomes prepared.</div><div>3/4</div><div>----- OTHER FACE -----</div><div><div>Regrowth1G</div><div>Sorcery</div><div>Return target card from your graveyard to your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Firdoch Core3</div><div>Kindred Artifact -- Shapeshifter</div><div>Changeling (This card is every creature type.)<br/>{T}: Add one mana of any color.<br/>{4}: This artifact becomes a 4/4 artifact creature until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      |

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| <div><div>Firdoch Core</div><div>Kindred Artifact -- Shapeshifter</div><div>Changeling (This card is every creature type.)<br/>{T}: Add one mana of any color.<br/>{4}: This artifact becomes a 4/4 artifact creature until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Firdoch Core</div><div>Kindred Artifact -- Shapeshifter</div><div>Changeling (This card is every creature type.)<br/>{T}: Add one mana of any color.<br/>{4}: This artifact becomes a 4/4 artifact creature until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Firdoch Core</div><div>Kindred Artifact -- Shapeshifter</div><div>Changeling (This card is every creature type.)<br/>{T}: Add one mana of any color.<br/>{4}: This artifact becomes a 4/4 artifact creature until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                  | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                  | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                  | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

Playtest cards - jonnydubs - Golgari Midrange (Super Sunday RCQ - Standard - SCG CON Hartf sheet 4/10 - 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>Professor Dellian Fel (2)(B)(G)</div><div>Legendary Planeswalker -- Dellian</div><div><div>[+2]: You gain 3 life.</div><div>[0]: You draw a card and lose 1 life.</div><div>[-3]: Destroy target creature.</div><div>[-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life."</div></div><div><div>L5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Requiting Hex (B)</div><div>Instant</div><div><div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)</div><div>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div>Requiting Hex (B)</div><div>Instant</div><div><div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)</div><div>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Requiting Hex (B)</div><div>Instant</div><div><div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)</div><div>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Restless Cottage</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {B} or {G}.</div><div>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</div><div>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><div>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><div>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                    |
| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tragedy Feaster</div> <div>2BB</div> <div>Creature -- Demon</div> <div>Trample</div> <div>Ward--Discard a card.</div> <div>Infusion -- At the beginning of your end step, sacrifice a permanent unless you gained life this turn.</div> <div>7/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Tragedy Feaster</b> <div>2BB</div> </div> <div>           Creature -- Demon         </div> <div>           Trample<br/>           Ward--Discard a card.<br/>           Infusion -- At the beginning of your end step, sacrifice a permanent unless you gained life this turn.         </div> <div> <div>7/6</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div> <b>Unholy Annex</b> <div>2B</div> </div> <div>           Enchantment -- Room         </div> <div>           At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>           (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)         </div> <div>           ----- RIGHT HALF -----         </div> <div> <b>Ritual Chamber</b> <div>3BB</div> </div> <div>           Enchantment -- Room         </div> <div>           When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>           (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Unholy Annex</b> <div>2B</div> </div> <div>           Enchantment -- Room         </div> <div>           At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>           (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)         </div> <div>           ----- RIGHT HALF -----         </div> <div> <b>Ritual Chamber</b> <div>3BB</div> </div> <div>           Enchantment -- Room         </div> <div>           When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>           (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Unholy Annex</b> <div>2B</div> </div> <div>           Enchantment -- Room         </div> <div>           At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>           (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)         </div> <div>           ----- RIGHT HALF -----         </div> <div> <b>Ritual Chamber</b> <div>3BB</div> </div> <div>           Enchantment -- Room         </div> <div>           When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>           (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Unholy Annex</b> <div>2B</div> </div> <div>           Enchantment -- Room         </div> <div>           At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.<br/>           (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)         </div> <div>           ----- RIGHT HALF -----         </div> <div> <b>Ritual Chamber</b> <div>3BB</div> </div> <div>           Enchantment -- Room         </div> <div>           When you unlock this door, create a 6/6 black Demon creature token with flying.<br/>           (You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)         </div> <div> <div>2/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Unstoppable Slasher</b> <div>2B</div> </div> <div>           Creature -- Zombie Assassin         </div> <div>           Deathtouch<br/>           Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br/>           When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.         </div> <div> <div>2/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                          | <div> <b>Unstoppable Slasher</b> <div>2B</div> </div> <div>           Creature -- Zombie Assassin         </div> <div>           Deathtouch<br/>           Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br/>           When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.         </div> <div> <div>2/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                          | <div> <b>Unstoppable Slasher</b> <div>2B</div> </div> <div>           Creature -- Zombie Assassin         </div> <div>           Deathtouch<br/>           Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br/>           When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.         </div> <div> <div>2/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                          |

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| <div> <div> <b>Unstoppable Slasher</b> <span>(2)(B)</span> </div> <div>           Creature -- Zombie Assassin         </div> <div> <p> <b>Deathtouch</b><br/>           Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br/>           When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.         </p> </div> <div> <div>2/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                           | <div> <div> <b>Vraska, the Cutting Glare</b> <span>(B)(B)(G)</span> </div> <div>           Legendary Creature -- Gorgon Assassin         </div> <div> <p> <b>Deathtouch</b><br/>           When Vraska enters, if you control six or more lands, destroy target permanent an opponent controls. They create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")         </p> </div> <div> <div>4/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Vraska, the Cutting Glare</b> <span>(B)(B)(G)</span> </div> <div>           Legendary Creature -- Gorgon Assassin         </div> <div> <p> <b>Deathtouch</b><br/>           When Vraska enters, if you control six or more lands, destroy target permanent an opponent controls. They create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")         </p> </div> <div> <div>4/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Wastewood Verge</b> </div> <div>           Land         </div> <div> <p>           {T}: Add {G}.<br/>           {T}: Add {B}. Activate only if you control a Swamp or a Forest.         </p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                                                                                                                                   |
| <div> <div> <b>Cruelclaw's Heist</b> <span>(B)(B)</span> </div> <div>           Sorcery         </div> <div> <p>           Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)<br/>           Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.         </p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Day of Black Sun</b> <span>(X)(B)(B)</span> </div> <div>           Sorcery         </div> <div> <p>           Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.         </p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                                          | <div> <div> <b>Day of Black Sun</b> <span>(X)(B)(B)</span> </div> <div>           Sorcery         </div> <div> <p>           Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures.         </p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                                          | <div> <div> <b>Ghost Vacuum</b> <span>(1)</span> </div> <div>           Artifact         </div> <div> <p>           {T}: Exile target card from a graveyard.<br/>           {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.         </p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |

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| <b>Karn, Argent Defender</b> ②<br>Legendary Artifact Creature -- Golem<br>Artifacts and creatures entering the battlefield don't cause abilities to trigger.<br>[sideboard]<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                            | <b>Karn, Argent Defender</b> ②<br>Legendary Artifact Creature -- Golem<br>Artifacts and creatures entering the battlefield don't cause abilities to trigger.<br>[sideboard]<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev    | <b>Maelstrom Pulse</b> ①B⑥<br>Sorcery<br>Destroy target nonland permanent and all other permanents with the same name as that permanent.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                       | <b>Nowhere to Run</b> ①B<br>Enchantment<br>Flash<br>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Nowhere to Run</b> ①B<br>Enchantment<br>Flash<br>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Shoot the Sheriff</b> ①B<br>Instant<br>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Shoot the Sheriff</b> ①B<br>Instant<br>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Strategic Betrayal</b> ①B<br>Sorcery<br>Target opponent exiles a creature they control and their graveyard.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                         |

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| <div> <div> <b>Strategic Betrayal</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Target opponent exiles a creature they control and their graveyard.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Super Shredder</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div> <div>Legendary Creature -- Mutant Ninja Human</div> <div> <div>Menace</div> <div>Whenever another permanent leaves the battlefield, put a +1/+1 counter on Super Shredder.</div> </div> </div> <div>[sideboard]</div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Witherbloom Charm</b> <div> <div>B</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div> <div>Choose one --</div> <div> <div>* You may sacrifice a permanent. If you do, draw two cards.</div> <div>* You gain 5 life.</div> <div>* Destroy target nonland permanent with mana value 2 or less.</div> </div> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |
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