

<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Blood Moon2R</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blood Moon2R</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blood Moon2R</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blood Moon2R</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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

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

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

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

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

Chrome Mox ①

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

Chrome Mox ①

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

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

<div> <div>City of Traitors</div> <div>Land</div> <div> When you play another land, sacrifice this land. {T}: Add {C}{C}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>City of Traitors</div> <div>Land</div> <div> When you play another land, sacrifice this land. {T}: Add {C}{C}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>City of Traitors</div> <div>Land</div> <div> When you play another land, sacrifice this land. {T}: Add {C}{C}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>City of Traitors</div> <div>Land</div> <div> When you play another land, sacrifice this land. {T}: Add {C}{C}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Fable of the Mirror-Breaker 2R</div> <div>Enchantment -- Saga</div> <div> (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Fable of the Mirror-Breaker 2R</div> <div>Enchantment -- Saga</div> <div> (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Fable of the Mirror-Breaker 2R</div> <div>Enchantment -- Saga</div> <div> (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Fable of the Mirror-Breaker 2R</div> <div>Enchantment -- Saga</div> <div> (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Reflection of Kiki-Jiki</div> <div>Enchantment Creature -- Goblin Shaman</div> <div> {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Reflection of Kiki-Jiki</div> <div>Enchantment Creature -- Goblin Shaman</div> <div> {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Reflection of Kiki-Jiki</div> <div>Enchantment Creature -- Goblin Shaman</div> <div> {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Reflection of Kiki-Jiki</div> <div>Enchantment Creature -- Goblin Shaman</div> <div> {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

Playtest cards - Mav40121 - Legacy (Legacy Challenge 32)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 3/10 - 8 cards - 2.5 x 3.5 in each

<p>Fury (3)(R)(R)</p> <p>Creature -- Elemental Incarnation</p> <p>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.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Fury (3)(R)(R)</p> <p>Creature -- Elemental Incarnation</p> <p>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.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Fury (3)(R)(R)</p> <p>Creature -- Elemental Incarnation</p> <p>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.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Fury (3)(R)(R)</p> <p>Creature -- Elemental Incarnation</p> <p>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.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Gemstone Caverns</p> <p>Legendary Land</p> <p>If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Goblin Rabblemaster (2)(R)</p> <p>Creature -- Goblin Warrior</p> <p>Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Goblin Rabblemaster (2)(R)</p> <p>Creature -- Goblin Warrior</p> <p>Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Goblin Rabblemaster (2)(R)</p> <p>Creature -- Goblin Warrior</p> <p>Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - Mav40121 - Legacy (Legacy Challenge 32)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;
horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 4/10 - 8 cards - 2.5 x 3.5 in each

Goblin Rabblemaster (2)(R) Creature -- Goblin Warrior Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magus of the Moon (2)(R) Creature -- Human Wizard Nonbasic lands are Mountains. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magus of the Moon (2)(R) Creature -- Human Wizard Nonbasic lands are Mountains. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magus of the Moon (2)(R) Creature -- Human Wizard Nonbasic lands are Mountains. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Magus of the Moon (2)(R) Creature -- Human Wizard Nonbasic lands are Mountains. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Mav40121 - Legacy (Legacy Challenge 32)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shatterskull Smashing (X)(R)(R)</div><div>Sorcery</div><div>Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.</div><div>----- BACK FACE -----</div><div><div>Shatterskull, the Hammer Pass</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Shatterskull Smashing (X)(R)(R)</div><div>Sorcery</div><div>Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.</div><div>----- BACK FACE -----</div><div><div>Shatterskull, the Hammer Pass</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div>Simian Spirit Guide (2)(R)</div><div>Creature -- Ape Spirit</div><div>Exile this card from your hand: Add {R}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Simian Spirit Guide (2)(R)</div><div>Creature -- Ape Spirit</div><div>Exile this card from your hand: Add {R}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Simian Spirit Guide (2)(R)</div><div>Creature -- Ape Spirit</div><div>Exile this card from your hand: Add {R}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Simian Spirit Guide (2)(R)</div><div>Creature -- Ape Spirit</div><div>Exile this card from your hand: Add {R}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Vexing Bauble①</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Vexing Bauble①</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Vexing Bauble①</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Vexing Bauble①</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>DeadⓇ</div><div>Instant</div><div>Dead deals 2 damage to target creature.</div><div>[sideboard]</div><div>----- - - - RIGHT HALF - - -</div><div><div>Gone②Ⓡ</div><div>Instant</div><div>Return target creature you don't control to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>DeadⓇ</div><div>Instant</div><div>Dead deals 2 damage to target creature.</div><div>[sideboard]</div><div>----- - - - RIGHT HALF - - -</div><div><div>Gone②Ⓡ</div><div>Instant</div><div>Return target creature you don't control to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>DeadⓇ</div><div>Instant</div><div>Dead deals 2 damage to target creature.</div><div>[sideboard]</div><div>----- - - - RIGHT HALF - - -</div><div><div>Gone②Ⓡ</div><div>Instant</div><div>Return target creature you don't control to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Dismember①BPBP</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div><div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div><div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mindbreak Trap</div><div><div>2</div><div>U</div><div>U</div></div></div><div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mindbreak Trap</div><div><div>2</div><div>U</div><div>U</div></div></div><div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Mindbreak Trap</div><div><div>2</div><div>U</div><div>U</div></div></div><div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mindbreak Trap</div><div><div>2</div><div>U</div><div>U</div></div></div><div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Pyroblast</div><div><div>R</div></div></div><div><div>Instant</div><div>Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Pyroblast</div><div><div>R</div></div></div><div><div>Instant</div><div>Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div> <div>Pyroblast</div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> * Counter target spell if it's blue. * Destroy target permanent if it's blue. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Red Elemental Blast</div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> * Counter target blue spell. * Destroy target blue permanent. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Unlicensed Hearse</div> <div>Artifact -- Vehicle</div> <div> {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 </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
---	---	--