

## Astral Slide

② ② W

## Enchantment

Whenever a player cycles a card, you may exile target creature. If you do, return that card to the battlefield under its owner's control at the beginning of the next end step.

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## Avalanche Riders

③ ④

Creature -- Human Nomad

Haste  
Echo {3}{R} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.)  
When this creature enters, destroy target land.

2/2

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## Battlefield Forge

Land

```
{T}: Add {C}.
{T}: Add {R} or {W}. This land deals
1 damage to you.
```

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## Dwarven Miner

①②

Creature -- Dwarf

```
{2}{R}, {T}: Destroy target nonbasic  
land.
```

1/2

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1/2

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## Eternal Dragon

5 W W

Creature -- Dragon Spirit

Flying  
{3}{W}{W}: Return this card from your graveyard to your hand.  
Activate only during your upkeep.  
Plainscycling {2} ({2}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)

5/5

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| <div>Exalted Angel<div><div>4</div><div>W</div><div>W</div></div><div>Creature -- Angel</div><div>Flying</div><div>Whenever this creature deals damage, you gain that much life.</div><div>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Exalted Angel<div><div>4</div><div>W</div><div>W</div></div><div>Creature -- Angel</div><div>Flying</div><div>Whenever this creature deals damage, you gain that much life.</div><div>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Exalted Angel<div><div>4</div><div>W</div><div>W</div></div><div>Creature -- Angel</div><div>Flying</div><div>Whenever this creature deals damage, you gain that much life.</div><div>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Forgotten Cave<div></div><div>Land</div><div>This land enters tapped.</div><div>{T}: Add {R}.</div><div>Cycling {R} ({R}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           |
| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pillage</div><div>Sorcery</div><div>Destroy target artifact or land. It can't be regenerated.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pillage</div><div>Sorcery</div><div>Destroy target artifact or land. It can't be regenerated.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pillage</div><div>Sorcery</div><div>Destroy target artifact or land. It can't be regenerated.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Pillage</div><div><div>1</div><div>R</div><div>R</div></div></div><div>Sorcery</div><div>Destroy target artifact or land. It can't be regenerated.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T}: Add {W}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T}: Add {W}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                               | <div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T}: Add {W}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                               |
| <div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T}: Add {W}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                        | <div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T}: Add {W}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Renewed Faith</div><div><div>2</div><div>W</div></div><div>Instant</div><div>You gain 6 life.<br/>Cycling {1}{W} ( {1}{W}, Discard this card: Draw a card.)<br/>When you cycle this card, you may gain 2 life.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Renewed Faith</div><div><div>2</div><div>W</div></div><div>Instant</div><div>You gain 6 life.<br/>Cycling {1}{W} ( {1}{W}, Discard this card: Draw a card.)<br/>When you cycle this card, you may gain 2 life.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Slice and Dice</div><div><div>4</div><div>R</div><div>R</div></div></div><div><div>Sorcery</div><div>Slice and Dice deals 4 damage to each creature.<br/>Cycling {2}{R} ({2}{R}, Discard this card: Draw a card.)<br/>When you cycle this card, you may have it deal 1 damage to each creature.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Slice and Dice</div><div><div>4</div><div>R</div><div>R</div></div></div><div><div>Sorcery</div><div>Slice and Dice deals 4 damage to each creature.<br/>Cycling {2}{R} ({2}{R}, Discard this card: Draw a card.)<br/>When you cycle this card, you may have it deal 1 damage to each creature.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Slice and Dice</div><div><div>4</div><div>R</div><div>R</div></div></div><div><div>Sorcery</div><div>Slice and Dice deals 4 damage to each creature.<br/>Cycling {2}{R} ({2}{R}, Discard this card: Draw a card.)<br/>When you cycle this card, you may have it deal 1 damage to each creature.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Spark Spray</div><div><div>R</div></div></div><div><div>Instant</div><div>Spark Spray deals 1 damage to any target.<br/>Cycling {R} ({R}, Discard this card: Draw a card.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Spark Spray</div><div><div>R</div></div></div> <div><div>Instant</div><div>Spark Spray deals 1 damage to any target.<br/>Cycling {R} ({R}, Discard this card: Draw a card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Spark Spray</div><div><div>R</div></div></div> <div><div>Instant</div><div>Spark Spray deals 1 damage to any target.<br/>Cycling {R} ({R}, Discard this card: Draw a card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Stone Rain</div><div><div>2</div><div>R</div></div></div> <div><div>Sorcery</div><div>Destroy target land.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                               | <div><div>Stone Rain</div><div><div>2</div><div>R</div></div></div> <div><div>Sorcery</div><div>Destroy target land.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                               |
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| <div><div>Aura of Silence</div><div>Enchantment</div><div>Artifact and enchantment spells your opponents cast cost {2} more to cast.<br/>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Disenchant</div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div>Disenchant</div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         | <div><div>Disenchant</div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         |



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| <div><div><div>Force Bubble</div><div><div>2</div><div>W</div><div>W</div></div></div><div><div>Enchantment</div><div>If damage would be dealt to you, put that many depletion counters on this enchantment instead.<br/>When there are four or more depletion counters on this enchantment, sacrifice it.<br/>At the beginning of each end step, remove all depletion counters from this enchantment.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Light of Day</div><div><div>3</div><div>W</div></div></div><div><div>Enchantment</div><div>Black creatures can't attack or block.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                           | <div><div><div>Overload</div><div><div>R</div></div></div><div><div>Instant</div><div>Kicker {2} (You may pay an additional {2} as you cast this spell.)<br/>Destroy target artifact if its mana value is 2 or less. If this spell was kicked, destroy that artifact if its mana value is 5 or less instead.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Overload</div><div><div>R</div></div></div><div><div>Instant</div><div>Kicker {2} (You may pay an additional {2} as you cast this spell.)<br/>Destroy target artifact if its mana value is 2 or less. If this spell was kicked, destroy that artifact if its mana value is 5 or less instead.</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 --<br/>* Counter target spell if it's blue.<br/>* 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 --<br/>* Counter target spell if it's blue.<br/>* 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 --<br/>* Counter target spell if it's blue.<br/>* 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>Pyroclasm</div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                |

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| <div> <div> Rune of Protection: Artifacts 1W </div> <div> Enchantment </div> <div> {W}: The next time an artifact source of your choice would deal damage to you this turn, prevent that damage.<br/> Cycling {2} ({2}, Discard this card: Draw a card.) </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Spiritual Focus 1W </div> <div> Enchantment </div> <div> Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Spiritual Focus 1W </div> <div> Enchantment </div> <div> Whenever a spell or ability an opponent controls causes you to discard a card, you gain 2 life and you may draw a card. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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