

Apex of Power 7 R R R Sorcery Exile the top seven cards of your library. Until end of turn, you may cast spells from among them. If this spell was cast from your hand, add ten mana of any one color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arcane Signet 2 Artifact {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Artist's Talent 1 R Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card. {2}{R}: Level 2 Noncreature spells you cast cost {1} less to cast. {2}{R}: Level 3 If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Banefire X R Sorcery Banefire deals X damage to any target. If X is 5 or more, this spell can't be countered and the damage can't be prevented. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Big Score 3 R Instant As an additional cost to cast this spell, discard a card. Draw two cards and create two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birgi, God of Storytelling 2 R Legendary Creature -- God Whenever you cast a spell, add {R}. Until end of turn, you don't lose this mana as steps and phases end. Creatures you control can boast twice during each of your turns rather than once. 3/3 ----- BACK FACE ----- Harnfel, Horn of Bounty 4 R Legendary Artifact Discard a card: Exile the top two cards of your library. You may play those cards this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bolt Bend 3 R Instant This spell costs {3} less to cast if you control a creature with power 4 or greater. Change the target of target spell or ability with a single target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brass's Bounty 6 R Sorcery For each land you control, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bulk Up 1R Instant Double target creature's power until end of turn. Flashback {4}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Call Forth the Tempest 5RRR Sorcery Cascade, cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom of your library in a random order. Then do it again.) Call Forth the Tempest deals damage to each creature your opponents control equal to the total mana value of other spells you've cast this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chandra's Ignition 3RR Sorcery Target creature you control deals damage equal to its power to each other creature and each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crackle with Power XXXXR Sorcery Crackle with Power deals five times X damage to each of up to X targets. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Demand Answers 1R Instant As an additional cost to cast this spell, sacrifice an artifact or discard a card. Draw two cards. 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	Dualcaster Mage 1RR Creature -- Human Wizard Flash When this creature enters, copy target instant or sorcery spell. You may choose new targets for the copy. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Electro, Assaulting Battery 1RR Legendary Creature -- Human Villain Flying You don't lose unspent red mana as steps and phases end. Whenever you cast an instant or sorcery spell, add {R}. When Electro leaves the battlefield, you may pay {X}. When you do, he deals X damage to target player. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - checharin280 - Unknown format (SAF DC 5ML)

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 2/13 - 8 cards - 2.5 x 3.5 in each

Electrodominance (X)(R)(R) Instant Electrodominance deals X damage to any target. You may cast a spell with mana value X or less from your hand without paying its mana cost.	Enrage (X)(R) Instant Target creature gets +X/+0 until end of turn.	Faithless Looting (R) Sorcery Draw two cards, then discard two cards. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)	Fellwar Stone (2) Artifact {T}: Add one mana of any color that a land an opponent controls could produce.
Finale of Promise (X)(R)(R) Sorcery You may cast up to one target instant card and/or up to one target sorcery card from your graveyard each with mana value X or less without paying their mana costs. If a spell cast this way would be put into your graveyard, exile it instead. If X is 10 or more, copy each of those spells twice. You may choose new targets for the copies.	Flashback (R) Instant Target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)	Grapeshot (1)(R) Sorcery Grapeshot deals 1 damage to any target. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)	Heroes' Hangout (R) Sorcery Choose one -- * Date Night -- Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card. * Patrol Night -- One or two target creatures each get +1/+0 and gain first strike until end of turn.
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Hex Magic 2 R Sorcery -- Arcane Exile all the cards from your hand, then draw that many cards. Until the end of your next turn, you may play cards exiled this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hit the Mother Lode 4 R R R Sorcery Discover 10. If the discovered card's mana value is less than 10, create a number of tapped Treasure tokens equal to the difference. (To discover 10, exile cards from the top of your library until you exile a nonland card with mana value 10 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspired Tinkering 4 R Sorcery Exile the top three cards of your library. Until the end of your next turn, you may play those cards. Create three Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Insult 2 R Sorcery Damage can't be prevented this turn. If a source you control would deal damage this turn, it deals double that damage instead. ----- AFTERMATH HALF ----- Injury 2 R Sorcery Aftermath (Cast this spell only from your graveyard. Then exile it.) Injury deals 2 damage to target creature and 2 damage to target player or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Iron Myr 2 Artifact Creature -- Myr {T}: Add {R}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jaya's Immolating Inferno X R R Legendary Sorcery (You may cast a legendary sorcery only if you control a legendary creature or planeswalker.) Jaya's Immolating Inferno deals X damage to each of up to three targets. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jeska's Will 2 R Sorcery Choose one. If you control a commander as you cast this spell, you may choose both instead. * Add {R} for each card in target opponent's hand. * Exile the top three cards of your library. You may play them this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lightning Strike ①②R Instant Lightning Strike deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Livaan, Cultist of Tiamat ②③R Legendary Creature -- Dragon Shaman Whenever you cast a noncreature spell, target creature gets +X/+0 until end of turn, where X is that spell's mana value. Choose a Background (You can have a Background as a second commander.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mana Geyser ③③R③ Sorcery Add {R} for each tapped land your opponents control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monstrous Rage ③R Instant Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.) 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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Overmaster Sorcery The next instant or sorcery spell you cast this turn can't be countered. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Past in Flames Sorcery Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path of the Pyromancer Sorcery Discard all the cards in your hand. Add {R} for each card discarded this way, then draw that many cards plus one. Will of the Planeswalkers -- Starting with you, each player votes for planeswalk or chaos. If planeswalk gets more votes, planeswalk. If chaos gets more votes or the vote is tied, chaos ensues. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Professional Face-Breaker Creature -- Human Warrior Menace Whenever one or more creatures you control deal combat damage to a player, create a Treasure token. Sacrifice a Treasure: Exile the top card of your library. You may play that card this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Reckless Ransacking ①R Instant Target creature gets +3/+2 until end of turn. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Return the Favor R R Instant Spree (Choose one or more additional costs.) + {1} -- Copy target instant spell, sorcery spell, activated ability, or triggered ability. You may choose new targets for the copy. + {1} -- Change the target of target spell or ability with a single target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rousing Refrain ③R R Sorcery Add {R} for each card in target opponent's hand. Until end of turn, you don't lose this mana as steps and phases end. Exile Rousing Refrain with three time counters on it. Suspend 3--{1}{R} (Rather than cast this card from your hand, you may pay {1}{R} and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ruby Medallion ② Artifact Red spells you cast cost {1} less to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Runechanter's Pike ② Artifact -- Equipment Equipped creature has first strike and gets +X/+0, where X is the number of instant and sorcery cards in your graveyard. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sazacap's Brew ①R Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) As an additional cost to cast this spell, discard a card. Target player draws two cards. If the gift was promised, target creature you control gets +2/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Season of the Bold ③R R Sorcery Choose up to five {P} worth of modes. You may choose the same mode more than once. {P} -- Create a tapped Treasure token. {P}{P} -- Exile the top two cards of your library. Until the end of your next turn, you may play them. {P}{P}{P} -- Until the end of your next turn, whenever you cast a spell, Season of the Bold deals 2 damage to up to one target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seething Song ②R Instant Add {R}{R}{R}{R}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Siege Smash 1 R Instant Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) Choose one -- * Destroy target artifact. * Target creature gets +3/+2 and gains trample until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Simian Spirit Guide 2 R Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smash to Dust 1 R Sorcery Choose one -- * Destroy target artifact. * Destroy target creature with defender. * Smash to Dust deals 1 damage to each creature your opponents control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spider-Punk 1 R Legendary Creature -- Spider Human Hero Riot (This creature enters with your choice of a +1/+1 counter or haste.) Other Spiders you control have riot. Spells and abilities can't be countered. Damage can't be prevented. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Storm-Kiln Artist 3 R Creature -- Dwarf Shaman This creature gets +1/+0 for each artifact you control. Magecraft -- Whenever you cast or copy an instant or sorcery spell, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Storm King's Thunder X R R R Instant When you next cast an instant or sorcery spell this turn, copy that spell X times. You may choose new targets for the copies. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swiftfoot Boots 2 Artifact -- Equipment Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control. It can attack and {T} no matter when it came under your control.) Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tablet of Discovery 2 R Artifact When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.) {T}: Add {R}. {T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Scarlet Witch 2R Legendary Creature -- Mutant Warlock Hero Instant and sorcery spells you cast with mana value 4 or greater cost {X} less to cast, where X is The Scarlet Witch's power. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thrill of Possibility 1R Instant As an additional cost to cast this spell, discard a card. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Titan's Strength R Instant Target creature gets +3/+1 until end of turn. 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	Unexpected Windfall 2RR Instant As an additional cost to cast this spell, discard a card. Draw two cards and create two Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Urabrask 2RR Legendary Creature -- Phyrexian Praetor First strike Whenever you cast an instant or sorcery spell, Urabrask deals 1 damage to target opponent. Add {R}. {R}: Exile Urabrask, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery and only if you've cast three or more instant and/or sorcery spells this turn. 4/4 ----- BACK FACE ----- The Great Work Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- This Saga deals 3 damage to target opponent and each creature they control. II -- Create three Treasure tokens. III -- Until end of turn, you may cast instant and sorcery spells from any graveyard. If a spell cast this way would be put into a graveyard, exile it instead. Exile this Saga, then return it to the battlefield (front face up). PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vandalblast R Sorcery Destroy target artifact you don't control. Overload {4}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vision of Love 1R Instant You may sacrifice an artifact or discard a card. If you do, draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Volcanic Spite 1R Instant Volcanic Spite deals 3 damage to target creature, planeswalker, or battle. You may put a card from your hand on the bottom of your library. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - checharin280 - Unknown format (SAF DC 5ML)

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sheet 12/13 - 8 cards - 2.5 x 3.5 in each

5 R R

Return target instant or sorcery card from your graveyard to your hand. Volcanic Vision deals damage equal to that card's mana value to each creature your opponents control. Exile Volcanic Vision.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Choose one. If you control a commander as you cast this spell, you may choose both instead.

- * Each player may discard their hand and draw five cards.
- * Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

You may discard a card. If you do, draw two cards.

Create a Wicked Role token attached to up to one target creature you control. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X)(R)(R)

Exile the top X cards of your library. You may play them until the end of your next turn.

Harmonize {X}{R}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)

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