

Avengers Disassembled 1RR Sorcery Choose one or both -- * Avengers Disassembled deals 3 damage to each creature. * Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Avengers Disassembled 1RR Sorcery Choose one or both -- * Avengers Disassembled deals 3 damage to each creature. * Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bitter Triumph 1B 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 PLAYbotbox.dev	Bitter Triumph 1B 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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.

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Burst Lightning

®

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

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Chandra, Torch of Defiance (2)(R)(R) Legendary Planeswalker -- Chandra [+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent. [+1]: Add {R}{R}. [-3]: Chandra deals 4 damage to target creature. [-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chandra, Torch of Defiance (2)(R)(R) Legendary Planeswalker -- Chandra [+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent. [+1]: Add {R}{R}. [-3]: Chandra deals 4 damage to target creature. [-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Day of Black Sun (X)(B)(B) Sorcery Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Day of Black Sun (X)(B)(B) Sorcery Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Deadly Cover-Up (3)(B)(B) Sorcery As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deadly Cover-Up (3)(B)(B) Sorcery As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Death to Our Enemies (2)(R) Enchantment -- Plan Whenever you cast a noncreature spell, create a tapped Treasure token and put a plan counter on this enchantment. When the fourth plan counter is put on this enchantment, sacrifice it. When you do, it deals 7 damage divided as you choose among one or two targets. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Death to Our Enemies (2)(R) Enchantment -- Plan Whenever you cast a noncreature spell, create a tapped Treasure token and put a plan counter on this enchantment. When the fourth plan counter is put on this enchantment, sacrifice it. When you do, it deals 7 damage divided as you choose among one or two targets. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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You may reveal exactly two cards you own with different names from outside the game. An opponent chooses one of them. You put that card into your hand.

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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.)

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Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Restless Vents Land This land enters tapped. {T}: Add {B} or {R}. {1}{B}{R}: Until end of turn, this land becomes a 2/3 black and red Insect creature with menace. It's still a land. Whenever this land attacks, you may discard a card. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restless Vents Land This land enters tapped. {T}: Add {B} or {R}. {1}{B}{R}: Until end of turn, this land becomes a 2/3 black and red Insect creature with menace. It's still a land. Whenever this land attacks, you may discard a card. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stingerquill CharmBR Instant Choose one -- * Stingerquill Charm deals 3 damage to any target. * Target creature gains first strike and deathtouch until end of turn. * Create a 2/2 colorless Wizard Soldier creature token named Cadet. It gains haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stingerquill CharmBR Instant Choose one -- * Stingerquill Charm deals 3 damage to any target. * Target creature gains first strike and deathtouch until end of turn. * Create a 2/2 colorless Wizard Soldier creature token named Cadet. It gains haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Stinging Vitriol B R Sorcery Stinging Vitriol deals 2 damage to target opponent. That player reveals their hand. You choose a nonland card from it. They discard that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stinging Vitriol B R Sorcery Stinging Vitriol deals 2 damage to target opponent. That player reveals their hand. You choose a nonland card from it. They discard that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Betrayal 1 B Sorcery Target opponent exiles a creature they control and their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Swamp

Basic Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

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Tablet of Discovery [®]₂

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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The End (2)(B)(B)

Instant

This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

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Ajani's Anquish

Enchantment

When this enchantment enters, it deals X damage to any target. Creatures you control have trample.

[sidebar]

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Ajani Unrelenting (4)(R)(R)

Legendary Planeswalker -- Ajani

Whenever you activate a loyalty ability, create a 2/2 colorless Wizard Soldier creature token named Cadet.

[+1]: Creatures you control get +1/+0 and gain haste until end of turn.

[-2]: Discard your hand, then draw card for each creature you control.

[-3]: Ajani deals 4 damage to each creature except for tokens you control.

[sidebar]

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Cruelclaw's Heist (B)(B)

Sorcery

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.)
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.

[sidebar]

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Duress (B)

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sidebar]

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B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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X B B

Each opponent loses X life. You gain life equal to the life lost this way.

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3 B B

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Enchant player
Enchanted player can't gain life.
Whenever enchanted player is dealt
damage, they lose half their life,
rounded up.
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4 B B

Whenever a creature you control dies, draw a card.

[+1]: Create a 2/2 black Zombie creature token.

[-4]: Each player sacrifices two creatures of their choice.

[-9]: Each opponent chooses a permanent they control of each permanent type and sacrifices the rest.

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L 6

(X)(B)(B)

Target opponent exiles the top X cards of their library face down. You may look at and play those cards for as long as they remain exiled. If you cast a spell this way, you may spend mana as though it were mana of any type to cast it.

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(X) (R)

Create X 1/1 black Rat creature tokens with "This token can't block." Creatures you control gain haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target opponent exiles a creature they control and their graveyard.

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2 R R

Players can't gain life.
Damage can't be prevented.
When this creature enters, it deals
damage to each player equal to the
number of nonbasic lands that player
controls.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5/4

The End 2B B Instant This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Vision 4 Legendary Artifact Creature -- Robot Hero Flying, vigilance Whenever you cast a noncreature spell, choose one that hasn't been chosen this turn -- * Solar Beam -- The Vision gains double strike until end of turn. * Density Control -- The Vision gains indestructible until end of turn. * Technopathy -- Draw a card. [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torpor Orb 2 Artifact Creatures entering don't cause abilities to trigger. [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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