Cast Away Doubt (2)(B)

Sorcery

Draw two cards. Cast Away Doubt deals 2 damage to each player.

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Command the Stage (2)(R)

Sorcery

Create a 2/2 colorless Wizard Soldier creature token named Cadet, then put a +1/+1 counter on each other Wizard token you control.
At the beginning of each upkeep, if an opponent was dealt noncombat damage last turn, return this card from your graveyard to your hand.

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Extended Absence {3}{B}

Instant

Exile target creature or planeswalker. Extended Absence deals 1 damage to each opponent and you gain 1 life.

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Konstrari Improviser {1}{R/G}

Creature -- Human Artificer

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

2/2

- - - OTHER FACE - - -

Soul Tether {2}{R/G}

Sorcery

Create a Heartwood token. (It's a red and green artifact with "{T}: Add {R} or {G}.")

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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Mountain

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Multiply by Zero (1)(B)

Instant

Target creature has base power and toughness 0/0 until end of turn.

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Screeching Soulbreaker (2)(B)

Creature -- Siren Bard

Flying
Whenever this creature attacks, it deals 1 damage to each opponent and you gain 1 life.

1/4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stingerquill Annex

Land

This land enters tapped unless you control a planeswalker.
{T}: Add {B} or {R}.

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Stingerquill Charm {B}{R}

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.

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Stingerquill Voxmancer {B/R}

Creature -- Goblin Sorcerer

At the beginning of your upkeep, if this creature isn't prepared, it becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

1/2

- - - OTHER FACE - - -

Vicious Verse {B/R}

Sorcery

Vicious Verse deals 1 damage to target opponent.

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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Twinned Vision {1}{U/R}

Instant

Draw a card. If this spell wasn't cast from your hand, draw two cards instead.
Flashback--{1}{U/R}{U/R}, Discard a card. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blazing Crescendo {1}{R}

Instant

Target creature gets +3/+1 until end of turn.
Exile the top card of your library. Until the end of your next turn, you may play that card.

[sideboard]

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Break Under Pressure {2}{B}

Instant

Target opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control. You gain 2 life.

[sideboard]

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No Admittance {1}{R}

Sorcery

No Admittance deals 3 damage to any target.
Empower Jace 1. (Put a loyalty counter on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")

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[sideboard]

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Tomik, Izzet Sparkmage {1}{R}

Legendary Creature -- Human Wizard

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 1 instead.

[sideboard]

1/2

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