

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Case of the Crimson Pulse 2R Enchantment -- Case When this Case enters, discard a card, then draw two cards. To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.) Solved -- At the beginning of your upkeep, discard your hand, then draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Case of the Crimson Pulse 2R Enchantment -- Case When this Case enters, discard a card, then draw two cards. To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.) Solved -- At the beginning of your upkeep, discard your hand, then draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Case of the Crimson Pulse 2R Enchantment -- Case When this Case enters, discard a card, then draw two cards. To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.) Solved -- At the beginning of your upkeep, discard your hand, then draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Case of the Crimson Pulse 2R Enchantment -- Case When this Case enters, discard a card, then draw two cards. To solve -- You have no cards in hand. (If unsolved, solve at the beginning of your end step.) Solved -- At the beginning of your upkeep, discard your hand, then draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hopeless Nightmare Enchantment When this enchantment enters, each opponent discards a card and loses 2 life. When this enchantment is put into a graveyard from the battlefield, scry 2. {2}{B}: Sacrifice this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hopeless Nightmare Enchantment When this enchantment enters, each opponent discards a card and loses 2 life. When this enchantment is put into a graveyard from the battlefield, scry 2. {2}{B}: Sacrifice this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hopeless Nightmare Enchantment When this enchantment enters, each opponent discards a card and loses 2 life. When this enchantment is put into a graveyard from the battlefield, scry 2. {2}{B}: Sacrifice this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hopeless Nightmare B Enchantment When this enchantment enters, each opponent discards a card and loses 2 life. When this enchantment is put into a graveyard from the battlefield, scry 2. {2}{B}: Sacrifice this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Helix RW Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Helix RW Instant Lightning Helix deals 3 damage to any target and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Momentum Breaker 1B Enchantment Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card. {2}, Sacrifice this enchantment: You gain life equal to your speed. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Momentum Breaker ①B Enchantment Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) When this enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card. {2}, Sacrifice this enchantment: You gain life equal to your speed. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monument to Endurance ③ Artifact Whenever you discard a card, choose one that hasn't been chosen this turn -- * Draw a card. * Create a Treasure token. * Each opponent loses 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monument to Endurance ③ Artifact Whenever you discard a card, choose one that hasn't been chosen this turn -- * Draw a card. * Create a Treasure token. * Each opponent loses 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monument to Endurance ③ Artifact Whenever you discard a card, choose one that hasn't been chosen this turn -- * Draw a card. * Create a Treasure token. * Each opponent loses 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Monument to Endurance ③ Artifact Whenever you discard a card, choose one that hasn't been chosen this turn -- * Draw a card. * Create a Treasure token. * Each opponent loses 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nowhere to Run ①B Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nowhere to Run ①B Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nowhere to Run ①B Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadowy Backstreet

Land -- Plains Swamp

({{T}: Add {W} or {B}.)
This land enters tapped.
When this land enters, surveil 1.
(Look at the top card of your
library. You may put it into your
graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stasis Snare

① W W

Enchantment

Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, exile target creature an opponent controls until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stasis Snare

① W W

Enchantment

Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, exile target creature an opponent controls until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sulfurous Springs

Land

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{T}: Add {C}.
{T}: Add {B} or {R}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sulfurous Springs

Land

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{T}: Add {C}.
{T}: Add {B} or {R}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temporary Lockdown

① W W

Enchantment

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temporary Lockdown

① W W

Enchantment

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temporary Lockdown 1WW Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporary Lockdown 1WW Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Mycosynth Gardens Land -- Sphere {T}: Add {C}. {1}, {T}: Add one mana of any color. {X}, {T}: This land becomes a copy of target nontoken artifact you control with mana value X. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Mycosynth Gardens Land -- Sphere {T}: Add {C}. {1}, {T}: Add one mana of any color. {X}, {T}: This land becomes a copy of target nontoken artifact you control with mana value X. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

United Battlefront (3)(W) Sorcery Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	United Battlefront (3)(W) Sorcery Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	United Battlefront (3)(W) Sorcery Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	United Battlefront (3)(W) Sorcery Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Break the Spell (W) Instant Destroy target enchantment. If a permanent you controlled or a token was destroyed this way, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Break the Spell (W) Instant Destroy target enchantment. If a permanent you controlled or a token was destroyed this way, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana of the Veil (1)(B)(B) Legendary Planeswalker -- Liliana [+1]: Each player discards a card. [-2]: Target player sacrifices a creature. [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice. [sideboard] L3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana of the Veil (1)(B)(B) Legendary Planeswalker -- Liliana [+1]: Each player discards a card. [-2]: Target player sacrifices a creature. [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice. [sideboard] L3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Molten Collapse (B)(R) Sorcery Choose one. If you descended this turn, you may choose both instead. (You descended if a permanent card was put into your graveyard from anywhere.) * Destroy target creature or planeswalker. * Destroy target noncreature, nonland permanent with mana value 1 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Molten Collapse (B)(R) Sorcery Choose one. If you descended this turn, you may choose both instead. (You descended if a permanent card was put into your graveyard from anywhere.) * Destroy target creature or planeswalker. * Destroy target noncreature, nonland permanent with mana value 1 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overwhelming Surge (2)(R) Instant Choose one or both -- * Overwhelming Surge deals 3 damage to target creature. * Destroy target noncreature artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pest Control (W)(B) Sorcery Destroy all nonland permanents with mana value 1 or less. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pest Control (W)(B) Sorcery Destroy all nonland permanents with mana value 1 or less. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace 1W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace 1W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace 1W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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