

Artist's Talent 1R 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 1R 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 1R 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 1R 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
Chrome Mox 0 Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chrome Mox 0 Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chrome Mox 0 Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chrome Mox 0 Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Curse of Fool's Wisdom (4)(B)(B) Enchantment -- Aura Curse Enchant player Whenever enchanted player draws a card, they lose 2 life and you gain 2 life. Madness {3}{B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Defense Grid (2) Artifact Each spell costs {3} more to cast except during its controller's turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Echo of Eons (4)(U)(U) Sorcery Each player shuffles their hand and graveyard into their library, then draws seven cards. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Echo of Eons (4)(U)(U) Sorcery Each player shuffles their hand and graveyard into their library, then draws seven cards. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Echo of Eons (4)(U)(U) Sorcery Each player shuffles their hand and graveyard into their library, then draws seven cards. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Echo of Eons (4)(U)(U) Sorcery Each player shuffles their hand and graveyard into their library, then draws seven cards. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Search your library for a card, put that card into your hand, discard a card at random, then shuffle.

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① R

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.)

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① R

This spell can't be countered.
Ward--Pay 2 life.
Spells you control can't be countered.
Other creatures you control have "Ward--Pay 2 life."

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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 3/10 - 8 cards - 2.5 x 3.5 in each

① R

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Ward--Pay 2 life.
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Other creatures you control have "Ward--Pay 2 life."

2/2

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①

Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑨

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}, Sacrifice this artifact: Add one mana of any color.

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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.

①

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R/G

Add two mana in any combination of colors.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R/G

Add two mana in any combination of colors.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{R}, Sacrifice this artifact: It
deals 2 damage to any target.
{1}, Sacrifice this artifact: Draw a
card.
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3 U U

Flying
When this creature enters, draw a card.
As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.
Warp {1}{U}

4/6

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3 U U

Flying
When this creature enters, draw a card.
As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.

Warrior {1}{U}

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rite of Flame R Sorcery Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rite of Flame R Sorcery Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rite of Flame R Sorcery Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rite of Flame R Sorcery Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Shatterskull Smashing X R R Sorcery Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead. ----- - - - BACK FACE - - - Shatterskull, the Hammer Pass Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. 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	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	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

Simian Spirit Guide 2 R Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Taiga Land -- Mountain Forest {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Saga Enchantment Land -- Urza's Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Saga Enchantment Land -- Urza's Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Wheel of Misfortune (2)(R) Sorcery Each player secretly chooses a number 0 or greater, then all players reveal those numbers simultaneously and determine the highest and lowest numbers revealed this way. Wheel of Misfortune deals damage equal to the highest number to each player who chose that number. Each player who didn't choose the lowest number discards their hand, then draws seven cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wheel of Misfortune (2)(R) Sorcery Each player secretly chooses a number 0 or greater, then all players reveal those numbers simultaneously and determine the highest and lowest numbers revealed this way. Wheel of Misfortune deals damage equal to the highest number to each player who chose that number. Each player who didn't choose the lowest number discards their hand, then draws seven cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wheel of Misfortune (2)(R) Sorcery Each player secretly chooses a number 0 or greater, then all players reveal those numbers simultaneously and determine the highest and lowest numbers revealed this way. Wheel of Misfortune deals damage equal to the highest number to each player who chose that number. Each player who didn't choose the lowest number discards their hand, then draws seven cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wheel of Misfortune (2)(R) Sorcery Each player secretly chooses a number 0 or greater, then all players reveal those numbers simultaneously and determine the highest and lowest numbers revealed this way. Wheel of Misfortune deals damage equal to the highest number to each player who chose that number. Each player who didn't choose the lowest number discards their hand, then draws seven cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Aether Spellbomb (1) Artifact {U}, Sacrifice this artifact: Return target creature to its owner's hand. {1}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boomerang Basics (U) Sorcery -- Lesson Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boomerang Basics (U) Sorcery -- Lesson Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Defense Grid (2) Artifact Each spell costs {3} more to cast except during its controller's turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Leyline of the Void Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Magus of the Moon 2R Creature -- Human Wizard Nonbasic lands are Mountains. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev Shattering Spree R Sorcery Replicate {R} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	