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<div><div><div>Desperate Ritual</div><div>1R</div></div><div><div>Instant -- Arcane</div><div>Add {R}{R}{R}. Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Dismember</div><div>1BPBP</div></div><div><div>Instant</div><div>({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Elegant Parlor</div><div></div></div><div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.) 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.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Elegant Parlor</div><div></div></div><div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.) 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.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<div><div><div>Glimpse the Impossible (2)(R)</div><div>Sorcery</div><div>Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Glimpse the Impossible (2)(R)</div><div>Sorcery</div><div>Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Manamorphose (1)(R/G)</div><div>Instant</div><div>Add two mana in any combination of colors. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Manamorphose (1)(R/G)</div><div>Instant</div><div>Add two mana in any combination of colors. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
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Playtest cards - Waligora, Ryan - Modern (BLACK - FRI - 12PM - Secret Lair Showdown Qualif sheet 5/10 - 8 cards - 2.5 x 3.5 in each
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.

<div><div>Reckless Impulse</div><div>①R</div></div> <div>Sorcery</div> <div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Reckless Impulse</div><div>①R</div></div> <div>Sorcery</div> <div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Ruby Medallion</div><div>②</div></div> <div>Artifact</div> <div>Red spells you cast cost {1} less to cast.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Ruby Medallion</div><div>②</div></div> <div>Artifact</div> <div>Red spells you cast cost {1} less to cast.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shatterskull Smashing XRR</div><div>Sorcery</div><div>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.</div><div>----- BACK FACE -----</div><div><div>Shatterskull, the Hammer Pass</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div>Wish2R</div><div>Sorcery</div><div>You may play a card you own from outside the game this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wish2R</div><div>Sorcery</div><div>You may play a card you own from outside the game this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Wrenn's Resolve</div><div>1R</div></div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wrenn's Resolve</div><div>1R</div></div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wrenn's Resolve</div><div>1R</div></div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wrenn's Resolve</div><div>1R</div></div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Abrade</div><div>1R</div></div><div>Instant</div><div>Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Abrade</div><div>1R</div></div><div>Instant</div><div>Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Abrade</div><div>1R</div></div><div>Instant</div><div>Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Dismember</div><div>1BPBP</div></div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Fragmentize (W) <hr/> Sorcery <hr/> Destroy target artifact or enchantment with mana value 4 or less. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Get Lost (1)(W) <hr/> Instant <hr/> Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Grapeshot (1)(R) <hr/> Sorcery <hr/> 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.) [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Phlage, Titan of Fire's Fury (1)(R)(W) <hr/> Legendary Creature -- Elder Giant <hr/> When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape-- $\{R\}\{R\}\{W\}\{W\}$, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) [sideboard] <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
Phlage, Titan of Fire's Fury (1)(R)(W) <hr/> Legendary Creature -- Elder Giant <hr/> When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape-- $\{R\}\{R\}\{W\}\{W\}$, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) [sideboard] <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Phlage, Titan of Fire's Fury (1)(R)(W) <hr/> Legendary Creature -- Elder Giant <hr/> When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape-- $\{R\}\{R\}\{W\}\{W\}$, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) [sideboard] <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Thassa's Oracle (U)(U) <hr/> Creature -- Merfolk Wizard <hr/> When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.) [sideboard] <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	The One Ring (4) <hr/> Legendary Artifact <hr/> Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Underworld Breach

1R

Enchantment

Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)
At the beginning of the end step, sacrifice this enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wear

1R

Instant

Destroy target artifact.
Fuse (You may cast one or both halves of this card from your hand.)

[sideboard]

----- RIGHT HALF -----

Tear

W

Instant

Destroy target enchantment.
Fuse (You may cast one or both halves of this card from your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wear

1R

Instant

Destroy target artifact.
Fuse (You may cast one or both halves of this card from your hand.)

[sideboard]

----- RIGHT HALF -----

Tear

W

Instant

Destroy target enchantment.
Fuse (You may cast one or both halves of this card from your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Waligora, Ryan - Modern (BLACK - FRI - 12PM - Secret Lair Showdown Qualif

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

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