



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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R/G

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

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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mox Amber⑧</div><div>Legendary Artifact</div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mox Amber⑧</div><div>Legendary Artifact</div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pyroclasm①R</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

Ral, Monsoon Mage

Legendary Creature -- Human Wizard

Instant and sorcery spells you cast cost {1} less to cast.  
Whenever you cast an instant or sorcery spell during your turn, flip a coin. If you lose the flip, Ral deals 1 damage to you. If you win the flip, you may exile Ral. If you do, return him to the battlefield transformed under his owner's control.

1/3

-- BACK FACE --

Ral, Leyline Prodigy

Legendary Planeswalker -- Ral

Ral enters with an additional loyalty counter on him for each instant and sorcery spell you've cast this turn.  
[+1]: Until your next turn, instant and sorcery spells you cast cost {1} less to cast.  
[-2]: Ral deals 2 damage divided as you choose among one or two targets. Draw a card if you control a blue permanent other than Ral.  
[-8]: Exile the top eight cards of your library. You may

L 2

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Reckless Impulse

Sorcery

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| <div><div>Ruby Medallion②</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><div>Ruby Medallion②</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><div>Ruby Medallion②</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><div>Ruby Medallion②</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><div>Storm of Memories②ⓇⓇⓇ</div><div>Sorcery</div><div>Storm (When you cast this spell, copy it for each spell cast before it this turn.)<br/>Exile an instant or sorcery card with mana value 3 or less from your graveyard at random. You may cast it without paying its mana cost. If that spell would be put into a graveyard, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Strike It RichⓇ</div><div>Sorcery</div><div>Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)<br/>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Strike It RichⓇ</div><div>Sorcery</div><div>Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)<br/>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Strike It RichⓇ</div><div>Sorcery</div><div>Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)<br/>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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① R

When this artifact enters, you get {E}{E} (two energy counters). Whenever you cast a spell from anywhere other than your hand, this artifact deals 1 damage to each opponent.

{T}, Pay {E}{E}: Exile the top card of your library. You may play it until you exile another card with this artifact.

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② ③

You may play a card you own from outside the game this turn.

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| <div><div><div>Wrenn's Resolve</div><div><div>1</div><div>R</div></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><div>1</div><div>R</div></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><div>1</div><div>R</div></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><div>1</div><div>R</div></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>Abandon Attachments</div><div><div>1</div><div>U/R</div></div></div><div>Instant -- Lesson</div><div>You may discard a card. If you do, draw two cards.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div><div>Brotherhood's End</div><div><div>1</div><div>R</div><div>R</div></div></div><div>Sorcery</div><div>Choose one --<br/>* Brotherhood's End deals 3 damage to each creature and each planeswalker.<br/>* Destroy all artifacts with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Chaos Warp</div><div><div>2</div><div>R</div></div></div><div>Instant</div><div>The owner of target permanent shuffles it into their library, then reveals the top card of their library. If it's a permanent card, they put it onto the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Empty the Warrens</div><div><div>3</div><div>R</div></div></div><div>Sorcery</div><div>Create two 1/1 red Goblin creature tokens.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <div> <b>Flame Slash</b> <span>(R)</span> </div> <div>Sorcery</div> <div> <p>Flame Slash deals 4 damage to target creature.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>   | <div> <b>Glimpse the Impossible</b> <span>(2)(R)</span> </div> <div>Sorcery</div> <div> <p>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}."</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Grapeshot</b> <span>(1)(R)</span> </div> <div>Sorcery</div> <div> <p>Grapeshot deals 1 damage to any target.</p> <p>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                          | <div> <b>Lithomantic Barrage</b> <span>(R)</span> </div> <div>Sorcery</div> <div> <p>This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                             |
| <div> <b>Meltdown</b> <span>(X)(R)</span> </div> <div>Sorcery</div> <div> <p>Destroy each artifact with mana value X or less.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Mox Amber</b> <span>(0)</span> </div> <div>Legendary Artifact</div> <div> <p>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                   | <div> <b>Persistent Petitioners</b> <span>(1)(U)</span> </div> <div>Creature -- Human Advisor</div> <div> <p>{1}, {T}: Target player mills a card. (They put the top card of their library into their graveyard.) Tap four untapped Advisors you control: Target player mills twelve cards.</p> <p>A deck can have any number of cards named Persistent Petitioners.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Storm of Memories</b> <span>(2)(R)(R)(R)</span> </div> <div>Sorcery</div> <div> <p>Storm (When you cast this spell, copy it for each spell cast before it this turn.) Exile an instant or sorcery card with mana value 3 or less from your graveyard at random. You may cast it without paying its mana cost. If that spell would be put into a graveyard, exile it instead.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tormod's Crypt</div> <div>0</div> </div> <div> <div>Artifact</div> <div> <p>{T}, Sacrifice this artifact: Exile target player's graveyard.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Underworld Breach</div> <div>1R</div> </div> <div> <div>Enchantment</div> <div> <p>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.)</p> <p>At the beginning of the end step, sacrifice this enchantment.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - haruka#50863, aqua - Historic (Weekday Night Magic)

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