

Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bonus Round1RR Sorcery Until end of turn, whenever a player casts an instant or sorcery spell, that player copies it and may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bonus Round1RR Sorcery Until end of turn, whenever a player casts an instant or sorcery spell, that player copies it and may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bonus Round1RR Sorcery Until end of turn, whenever a player casts an instant or sorcery spell, that player copies it and may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burning Wish1R Sorcery You may reveal a sorcery card you own from outside the game and put it into your hand. Exile Burning Wish. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

1R Burning Wish Sorcery You may reveal a sorcery card you own from outside the game and put it into your hand. Exile Burning Wish. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	1R Burning Wish Sorcery You may reveal a sorcery card you own from outside the game and put it into your hand. Exile Burning Wish. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	1R Burning Wish Sorcery You may reveal a sorcery card you own from outside the game and put it into your hand. Exile Burning Wish. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	1R Desperate Ritual Instant -- Arcane 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Lotus Petal Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Manamorphose Instant Add two mana in any combination of colors. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Manamorphose Instant Add two mana in any combination of colors. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Manamorphose Instant Add two mana in any combination of colors. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Manamorphose Instant Add two mana in any combination of colors. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - pavanfeli - Legacy v3 Group 0651CE (Desperate Ritual, Seething Song) (M 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.

Reckless Impulse ①R Sorcery Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckless Impulse ①R Sorcery Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckless Impulse ①R Sorcery Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reckless Impulse ①R Sorcery Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Ruby Medallion 2 Artifact Red spells you cast cost {1} less to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Wrenn's Resolve 1R Sorcery Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wrenn's Resolve 1R Sorcery Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wrenn's Resolve 1R Sorcery Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wrenn's Resolve 1R Sorcery Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Alchemist's Gambit 1RR Sorcery Cleave {4}{U}{U}{R} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Take an extra turn after this one. During that turn, damage can't be prevented. [At the beginning of that turn's end step, you lose the game.] Exile Alchemist's Gambit. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blast Zone Land This land enters with a charge counter on it. {T}: Add {C}. {X}{X}, {T}: Put X charge counters on this land. {3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blast Zone Land This land enters with a charge counter on it. {T}: Add {C}. {X}{X}, {T}: Put X charge counters on this land. {3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bonus Round 1RR Sorcery Until end of turn, whenever a player casts an instant or sorcery spell, that player copies it and may choose new targets for the copy. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Elemental Eruption 4R Sorcery Create a 4/4 red Dragon Elemental creature token with flying and prowess. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fiery Confluence 2R Sorcery Choose three. You may choose the same mode more than once. * Fiery Confluence deals 1 damage to each creature. * Fiery Confluence deals 2 damage to each opponent. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Galvanic Relay 2R Sorcery Exile the top card of your library. During your next turn, you may play that card. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grapeshot 1R Sorcery 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Inspired Tinkering 4R Sorcery Exile the top three cards of your library. Until the end of your next turn, you may play those cards. Create three Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jeska's Will 2R Sorcery Choose one. If you control a commander as you cast this spell, you may choose both instead. * Add {R} for each card in target opponent's hand. * Exile the top three cards of your library. You may play them this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lithomantic Barrage R Sorcery 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. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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	Storm of Memories 2RRR Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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