

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	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Commercial District Land -- Mountain Forest {T}: Add {R} or {G}.) 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 PLAYbotbox.dev	Desperate Ritual 1 R 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 PLAYbotbox.dev	Desperate Ritual 1 R 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 PLAYbotbox.dev

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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

You may discard a card or sacrifice a land. If you do, draw two cards. Plot $\{1\}\{R\}$ (You may pay $\{1\}\{R\}$ and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

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① (R/G)

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

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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	Past in Flames3R Sorcery Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. Flashback {4}{R} (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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① R

Add $\{R\}\{R\}\{R\}$.

① R

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 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

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L 2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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 ①②R 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	Ruby Medallion ② Artifact Red spells you cast cost {1} less to cast. 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	Ruby Medallion ② Artifact Red spells you cast cost {1} less to cast. 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	Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunbaked Canyon Land {T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Valakut Awakening ②②R Instant Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one. ----- BACK FACE ----- Valakut Stoneforge Land This land enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Valakut Awakening Instant Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one. ----- BACK FACE ----- Valakut Stoneforge Land This land enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Valakut Awakening Instant Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one. ----- BACK FACE ----- Valakut Stoneforge Land This land enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wish Sorcery You may play a card you own from outside the game this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wish Sorcery You may play a card you own from outside the game this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. 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	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
Blood Moon ②R Enchantment Nonbasic lands are Mountains. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Empty the Warrens ③R Sorcery Create two 1/1 red Goblin creature tokens. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemstone Caverns Legendary Land If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev

(X) (R)

Destroy each artifact with mana value X or less.

[sidebar]

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③ ④

If it's your turn, you may sacrifice a Mountain rather than pay this spell's mana cost.

Mine Collapse deals 5 damage to target creature or planeswalker.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Kicker {W} (You may pay an additional {W} as you cast this spell.)
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Kicker {W} (You may pay an additional {W} as you cast this spell.)
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R

Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X) (W)

Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X) (W)

Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

Vexing Bauble1 Artifact Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vexing Bauble1 Artifact Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wear1R Instant Destroy target artifact. Fuse (You may cast one or both halves of this card from your hand.) [sideboard] ----- RIGHT HALF ----- TearW 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	
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