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| <div><div><div>Big Score</div><div>3R</div></div><div>Instant</div><div>As an additional cost to cast this spell, discard a card.<br/>Draw two cards and create two Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                            | <div><div><div>Big Score</div><div>3R</div></div><div>Instant</div><div>As an additional cost to cast this spell, discard a card.<br/>Draw two cards and create two Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div><div>Big Score</div><div>3R</div></div><div>Instant</div><div>As an additional cost to cast this spell, discard a card.<br/>Draw two cards and create two Treasure tokens. (They're artifacts with "{T}", Sacrifice this token: Add one mana of any color.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div><div>Crossover Collaboration</div><div>2R</div></div><div>Instant</div><div>Teamwork 2 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)<br/>Exile the top two cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast using teamwork, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Crossover Collaboration</div><div>2R</div></div><div>Instant</div><div>Teamwork 2 (As an additional cost to cast this spell, you may tap any number of creatures you control with total power 2 or more.)<br/>Exile the top two cards of your library. Until the end of your next turn, you may play those cards. If this spell was cast using teamwork, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Desperate Ritual</div><div>1R</div></div><div>Instant -- Arcane</div><div>Add {R}{R}{R}.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Desperate Ritual</div><div>1R</div></div><div>Instant -- Arcane</div><div>Add {R}{R}{R}.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Desperate Ritual</div><div>1R</div></div><div>Instant -- Arcane</div><div>Add {R}{R}{R}.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                           |

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| <div><div><div>Desperate Ritual</div><div>①R</div></div><div>Instant -- Arcane</div><div>Add {R}{R}{R}.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div><div>Electric Revelation</div><div>②R</div></div><div>Instant</div><div>As an additional cost to cast this spell, discard a card.<br/>Draw two cards.<br/>Flashback {3}{R} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div><div>Electric Revelation</div><div>②R</div></div><div>Instant</div><div>As an additional cost to cast this spell, discard a card.<br/>Draw two cards.<br/>Flashback {3}{R} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div><div>Electric Revelation</div><div>②R</div></div><div>Instant</div><div>As an additional cost to cast this spell, discard a card.<br/>Draw two cards.<br/>Flashback {3}{R} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       |
| <div><div><div>Electric Revelation</div><div>②R</div></div><div>Instant</div><div>As an additional cost to cast this spell, discard a card.<br/>Draw two cards.<br/>Flashback {3}{R} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>First Day of Class</div><div>①R</div></div><div>Instant</div><div>Whenever a creature you control enters this turn, put a +1/+1 counter on it and it gains haste until end of turn.<br/>Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>First Day of Class</div><div>①R</div></div><div>Instant</div><div>Whenever a creature you control enters this turn, put a +1/+1 counter on it and it gains haste until end of turn.<br/>Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>First Day of Class</div><div>①R</div></div><div>Instant</div><div>Whenever a creature you control enters this turn, put a +1/+1 counter on it and it gains haste until end of turn.<br/>Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Geothermal Crevice</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {R}.<br/>{T}, Sacrifice this land: Add {B}{G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                           | <div><div><div>Geothermal Crevice</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {R}.<br/>{T}, Sacrifice this land: Add {B}{G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                           | <div><div><div>Geothermal Crevice</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {R}.<br/>{T}, Sacrifice this land: Add {B}{G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                           | <div><div><div>Geothermal Crevice</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {R}.<br/>{T}, Sacrifice this land: Add {B}{G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                           |
| <div><div><div>Glimpse the Impossible 2R</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Glimpse the Impossible 2R</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Glimpse the Impossible 2R</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Glimpse the Impossible 2R</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Goblin Anarchomancer</div><div><div>R</div><div>G</div></div></div><div><div>Creature -- Goblin Shaman</div><div>Each spell you cast that's red or green costs {1} less to cast.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Goblin Anarchomancer</div><div><div>R</div><div>G</div></div></div><div><div>Creature -- Goblin Shaman</div><div>Each spell you cast that's red or green costs {1} less to cast.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                 | <div><div><div>Goblin Anarchomancer</div><div><div>R</div><div>G</div></div></div><div><div>Creature -- Goblin Shaman</div><div>Each spell you cast that's red or green costs {1} less to cast.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                 | <div><div><div>Goblin Anarchomancer</div><div><div>R</div><div>G</div></div></div><div><div>Creature -- Goblin Shaman</div><div>Each spell you cast that's red or green costs {1} less to cast.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                 |
| <div><div><div>Gruul Turf</div><div>Land</div><div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                            | <div><div><div>Hickory Woodlot</div><div>Land</div><div>This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Hickory Woodlot</div><div>Land</div><div>This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Hickory Woodlot</div><div>Land</div><div>This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |



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| <div><div><div>Manamorphose</div><div>1R/G</div></div><div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                 | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                 |
| <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                 | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Sandstone Needle</div></div><div><div>Land</div><div>This land enters tapped with two depletion counters on it.<br/>{T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Sandstone Needle</div></div><div><div>Land</div><div>This land enters tapped with two depletion counters on it.<br/>{T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Sandstone Needle</div><div>Land</div><div><p>This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sandstone Needle</div><div>Land</div><div><p>This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Seething Song2R</div><div>Instant</div><div><p>Add {R}{R}{R}{R}{R}.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                       | <div><div>Seething Song2R</div><div>Instant</div><div><p>Add {R}{R}{R}{R}{R}.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                       |
| <div><div>Seething Song2R</div><div>Instant</div><div><p>Add {R}{R}{R}{R}{R}.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                | <div><div>Seething Song2R</div><div>Instant</div><div><p>Add {R}{R}{R}{R}{R}.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                | <div><div>Seize the Storm4R</div><div>Sorcery</div><div><p>Create a red Elemental creature token with trample and "This token's power and toughness are each equal to the number of instant and sorcery cards in your graveyard plus the number of cards with flashback you own in exile."<br/>Flashback {6}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Seize the Storm4R</div><div>Sorcery</div><div><p>Create a red Elemental creature token with trample and "This token's power and toughness are each equal to the number of instant and sorcery cards in your graveyard plus the number of cards with flashback you own in exile."<br/>Flashback {6}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

① ②

Red spells and white spells you cast cost {1} less to cast.

**2/1**

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① ②

Red spells and white spells you cast cost {1} less to cast.

**2/1**

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① ⑥

Red spells and white spells you cast cost {1} less to cast.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Red spells and white spells you cast cost {1} less to cast.

2/1

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① U/R

You may discard a card. If you do, draw two cards.

[sideboard]

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Kicker {4} (You may pay an additional {4} as you cast this spell.)  
Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.

[sideboard]

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① R

Damage can't be prevented this turn.  
Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

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① ⑥

Choose one --

- \* Destroy target artifact or enchantment.
- \* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

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| <div><div><div>Pyroblast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pyroblast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pyroblast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pyroblast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                |
| <div><div><div>Red Elemental Blast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Red Elemental Blast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Red Elemental Blast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Waterbending Lesson</div><div>3U</div></div><div>Sorcery -- Lesson</div><div>Draw three cards. Then discard a card unless you waterbend {2}.<br/>(While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell,<br/>copy it for each spell cast before<br/>it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell,<br/>copy it for each spell cast before<br/>it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell,<br/>copy it for each spell cast before<br/>it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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