

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
Birgi, God of Storytelling Card Birgi, God of Storytelling Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Birgi, God of Storytelling Card Birgi, God of Storytelling Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Birgi, God of Storytelling Card Birgi, God of Storytelling Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYbotbox.dev

① R

You may reveal a sorcery card you own from outside the game and put it into your hand. Exile Burning Wish.

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Imprint -- When this artifact
enters, you may exile a nonartifact,
nonland card from your hand.
{T}: Add one mana of any of the
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When you play another land,
sacrifice this land.
{T}: Add {C}{C}.

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Defense Grid ② Artifact Each spell costs {3} more to cast except during its controller's turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Defense Grid ② Artifact Each spell costs {3} more to cast except during its controller's turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Defense Grid ② Artifact Each spell costs {3} more to cast except during its controller's turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Defense Grid ② Artifact Each spell costs {3} more to cast except during its controller's turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Echo of Eons ④UU Sorcery Each player shuffles their hand and graveyard into their library, then draws seven cards. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Echo of Eons ④UU Sorcery Each player shuffles their hand and graveyard into their library, then draws seven cards. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Echo of Eons ④UU Sorcery Each player shuffles their hand and graveyard into their library, then draws seven cards. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 R

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.)

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②R

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.)

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Search your library for a card, put that card into your hand, discard a card at random, then shuffle.

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This artifact doesn't untap during
your untap step.
{T}: Add {C}{C}{C}.
{4}: Untap this artifact.
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This artifact doesn't untap during your untap step.

{4}: Untap this artifact.

① R

This spell can't be countered.
Ward--Pay 2 life.

Spells you control can't be countered.

Other creatures you control have "Ward--Pay 2 life."

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Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

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{T}, Sacrifice this artifact: Add one mana of any color.

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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.

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	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mox Opal Legendary Artifact Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Opal Legendary Artifact Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Opal Legendary Artifact Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Opal Legendary Artifact Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rite of Flame 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 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 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 Sorcery Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Runehorn Hellkite Creature -- Dragon Flying {5}{R}, Exile this card from your graveyard: Each player discards their hand, then draws seven cards. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shatterskull Smashing Sorcery 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. ----- BACK FACE ----- Shatterskull, the Hammer Pass Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shatterskull Smashing Sorcery 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. ----- BACK FACE ----- Shatterskull, the Hammer Pass Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simian Spirit Guide Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Simian Spirit Guide 2 R Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Simian Spirit Guide 2 R Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Volcanic Island Land -- Island Mountain {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Wish 2 R Sorcery You may play a card you own from outside the game this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td></td></td>	Simian Spirit Guide 2 R Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Volcanic Island Land -- Island Mountain {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Wish 2 R Sorcery You may play a card you own from outside the game this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td></td>	Volcanic Island Land -- Island Mountain {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Wish 2 R Sorcery You may play a card you own from outside the game this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td>	Wish 2 R Sorcery You may play a card you own from outside the game this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Alchemist's Gambit 1 R R 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 PLAY botbox.dev <td> Boomerang Basics U Sorcery -- Lesson Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Boomerang Basics U Sorcery -- Lesson Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Dance with Calamity 7 R Sorcery Shuffle your library. As many times as you choose, you may exile the top card of your library. If the total mana value of the cards exiled this way is 13 or less, you may cast any number of spells from among those cards without paying their mana costs. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td></td></td>	Boomerang Basics U Sorcery -- Lesson Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Boomerang Basics U Sorcery -- Lesson Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Dance with Calamity 7 R Sorcery Shuffle your library. As many times as you choose, you may exile the top card of your library. If the total mana value of the cards exiled this way is 13 or less, you may cast any number of spells from among those cards without paying their mana costs. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td></td>	Boomerang Basics U Sorcery -- Lesson Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Dance with Calamity 7 R Sorcery Shuffle your library. As many times as you choose, you may exile the top card of your library. If the total mana value of the cards exiled this way is 13 or less, you may cast any number of spells from among those cards without paying their mana costs. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td>	Dance with Calamity 7 R Sorcery Shuffle your library. As many times as you choose, you may exile the top card of your library. If the total mana value of the cards exiled this way is 13 or less, you may cast any number of spells from among those cards without paying their mana costs. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Echoing Truth 1 U Instant Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Echo of Eons 4 U U Sorcery Each player shuffles their hand and graveyard into their library, then draws seven cards. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Empty the Warrens 3 R 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 PLAY botbox.dev	Galvanic Relay 2 R 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
Gamble R Sorcery Search your library for a card, put that card into your hand, discard a card at random, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grapeshot 1 R 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	Jeska's Will 2 R 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	Mind's Desire 4 U U Sorcery Shuffle your library. Then exile the top card of your library. Until end of turn, you may play that card without paying its mana cost. 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

Peer into the Abyss (4)(B)(B)(B) Sorcery Target player draws cards equal to half the number of cards in their library and loses half their life. Round up each time. [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 PLAY botbox.dev	Tendrils of Agony (2)(B)(B) Sorcery Target player loses 2 life and you gain 2 life. 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	
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