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| <div><div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                          | <div><div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>        | <div><div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>        | <div><div><div>Artist's Talent</div><div>Enchantment -- Class</div><div><p>(Gain the next level as a sorcery to add its ability.)<br/>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br/>{2}{R}: Level 2<br/>Noncreature spells you cast cost {1} less to cast.<br/>{2}{R}: Level 3<br/>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.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Artist's Talent</div><div>Enchantment -- Class</div><div><p>(Gain the next level as a sorcery to add its ability.)<br/>Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.<br/>{2}{R}: Level 2<br/>Noncreature spells you cast cost {1} less to cast.<br/>{2}{R}: Level 3<br/>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.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Bloodstained Mire</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Bloodstained Mire</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Commercial District</div><div>Land -- Mountain Forest</div><div><p>{T}: Add {R} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                            |



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| <div><div>Hex Magic</div><div>2R</div><div>Sorcery -- Arcane</div><div>Exile all the cards from your hand, then draw that many cards. Until the end of your next turn, you may play cards exiled this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hex Magic</div><div>2R</div><div>Sorcery -- Arcane</div><div>Exile all the cards from your hand, then draw that many cards. Until the end of your next turn, you may play cards exiled this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Manamorphose</div><div>1R/G</div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Manamorphose</div><div>1R/G</div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Manamorphose</div><div>1R/G</div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div>Manamorphose</div><div>1R/G</div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div>Mountain</div><div></div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Mountain</div><div></div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        |

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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>Past in Flames</div><div>Sorcery</div><div>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.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Past in Flames</div><div>Sorcery</div><div>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.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Past in Flames</div><div>Sorcery</div><div>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.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pyretic Ritual</div><div>Instant</div><div>Add {R}{R}{R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         | <div><div><div>Pyretic Ritual</div><div>Instant</div><div>Add {R}{R}{R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                        | <div><div><div>Pyretic Ritual</div><div>Instant</div><div>Add {R}{R}{R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                        |

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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1/3

- - - BACK FACE - - -

Ral enters with an additional loyalty counter on him for each instant and sorcery spell you've cast this turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/3

- - - BACK FACE - - -

Ral enters with an additional loyalty counter on him for each instant and sorcery spell you've cast this turn.

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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.

① R

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 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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| <div><div><div>Reckless Impulse</div><div>①②R</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>Ruby Medallion</div><div>②</div></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><div>Ruby Medallion</div><div>②</div></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><div>Ruby Medallion</div><div>②</div></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><div>Ruby Medallion</div><div>②</div></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><div>Sacred Foundry</div></div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Scalding Tarn</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Scalding Tarn</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Strike It Rich</div><div><div>R</div></div></div> <div>Sorcery</div> <div>Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Sunbaked Canyon</div></div> <div>Land</div> <div>{T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>            | <div><div>Valakut Awakening</div><div><div>2</div><div>R</div></div></div> <div>Instant</div> <div>Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Valakut Awakening</div><div><div>2</div><div>R</div></div></div> <div>Instant</div> <div>Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Wish</div><div><div>2</div><div>R</div></div></div> <div>Sorcery</div> <div>You may play a card you own from outside the game this turn.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                | <div><div>Wish</div><div><div>2</div><div>R</div></div></div> <div>Sorcery</div> <div>You may play a card you own from outside the game this turn.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Wooded Foothills</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>              | <div><div>Wooded Foothills</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>              |

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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>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>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>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> | <div><div><div>Grapeshot</div><div><div>1</div><div>R</div></div></div><div>Sorcery</div><div>Grapeshot deals 1 damage to any target.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Orim's Chant</div><div>W</div></div> <div>Instant</div> <div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Orim's Chant</div><div>W</div></div> <div>Instant</div> <div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Orim's Chant</div><div>W</div></div> <div>Instant</div> <div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Past in Flames</div><div>3R</div></div> <div>Sorcery</div> <div>Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.<br/>Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Prismatic Ending</div><div>XW</div></div> <div>Sorcery</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                             | <div><div>Prismatic Ending</div><div>XW</div></div> <div>Sorcery</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                             | <div><div>Prismatic Ending</div><div>XW</div></div> <div>Sorcery</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                             | <div><div>Prismatic Ending</div><div>XW</div></div> <div>Sorcery</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                            |

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| <div><b>Wear</b> ①Ⓜ</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target artifact.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</p> <p>[sideboard]</p> <div>- - - RIGHT HALF - - -</div> <div><b>Tear</b> Ⓜ</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target enchantment.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <div><b>Wear</b> ①Ⓜ</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target artifact.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</p> <p>[sideboard]</p> <div>- - - RIGHT HALF - - -</div> <div><b>Tear</b> Ⓜ</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target enchantment.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <div><b>Wear</b> ①Ⓜ</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target artifact.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</p> <p>[sideboard]</p> <div>- - - RIGHT HALF - - -</div> <div><b>Tear</b> Ⓜ</div> <hr/> <p>Instant</p> <hr/> <p>Destroy target enchantment.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
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