

Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains 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	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	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 PLAYbotbox.dev	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 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 PLAY botbox.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 PLAY botbox.dev	Dismember 1 BP BP Instant ({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elegant Parlor Land -- Mountain Plains ({T}: Add {R} or {W}.) 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 PLAY botbox.dev
Elegant Parlor Land -- Mountain Plains ({T}: Add {R} or {W}.) 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 PLAY botbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glimpse the Impossible 2 R Sorcery 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}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glimpse the Impossible 2 R Sorcery 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}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glimpse the Impossible (2)(R) Sorcery 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}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glimpse the Impossible (2)(R) Sorcery 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}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Manamorphose (1)(R/G) Instant Add two mana in any combination of colors. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Manamorphose (1)(R/G) Instant Add two mana in any combination of colors. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Manamorphose (1)(R/G) Instant Add two mana in any combination of colors. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Manamorphose (1)(R/G) Instant Add two mana in any combination of colors. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	March of Reckless Joy (X)(R) Instant As an additional cost to cast this spell, you may exile any number of red cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile the top X cards of your library. You may play up to two of those cards until the end of your next turn. 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	Past in Flames 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	Past in Flames 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

① R

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L 2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/3

- - - BACK FACE - - -

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L 2

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1/3

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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.

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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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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

Reckless Impulse ①② 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	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundering Falls Land -- Island Mountain {T}: Add {U} or {R}.) 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	Valakut Awakening2R 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 Awakening2R 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
Wish2R Sorcery You may play a card you own from outside the game this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wish2R 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

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	Brotherhood's End ①RR Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [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	Fire Magic R Instant Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fire Magic R Instant Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flusterstorm U Instant Counter target instant or sorcery spell unless its controller pays {1}. 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	Flusterstorm U Instant Counter target instant or sorcery spell unless its controller pays {1}. 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	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 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	Past in Flames 3R 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prismatic Ending XW Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prismatic Ending XW Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

(X) (W)

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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.
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[sideboard]

① R

Destroy target artifact.
Fuse (You may cast one or both halves of this card from your hand.)

[sideboard]

W

Destroy target enchantment.
Fuse (You may cast one or both halves
of this card from your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Destroy target artifact.
Fuse (You may cast one or both halves
of this card from your hand.)

[sideboard]

W

Destroy target enchantment.
Fuse (You may cast one or both halves
of this card from your hand.)

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