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| <div><div><div>Baral, Chief of Compliance</div><div><div>1</div><div>U</div></div></div><div><div>Legendary Creature -- Human Wizard</div><div>Instant and sorcery spells you cast cost {1} less to cast. Whenever a spell or ability you control counters a spell, you may draw a card. If you do, discard a card.</div><div><div>1/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Baral, Chief of Compliance</div><div><div>1</div><div>U</div></div></div><div><div>Legendary Creature -- Human Wizard</div><div>Instant and sorcery spells you cast cost {1} less to cast. Whenever a spell or ability you control counters a spell, you may draw a card. If you do, discard a card.</div><div><div>1/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Baral, Chief of Compliance</div><div><div>1</div><div>U</div></div></div><div><div>Legendary Creature -- Human Wizard</div><div>Instant and sorcery spells you cast cost {1} less to cast. Whenever a spell or ability you control counters a spell, you may draw a card. If you do, discard a card.</div><div><div>1/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Baral, Chief of Compliance</div><div><div>1</div><div>U</div></div></div><div><div>Legendary Creature -- Human Wizard</div><div>Instant and sorcery spells you cast cost {1} less to cast. Whenever a spell or ability you control counters a spell, you may draw a card. If you do, discard a card.</div><div><div>1/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
| <div><div><div>Desperate Ritual</div><div><div>1</div><div>R</div></div></div><div><div>Instant -- Arcane</div><div>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.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                               | <div><div><div>Desperate Ritual</div><div><div>1</div><div>R</div></div></div><div><div>Instant -- Arcane</div><div>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.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                               | <div><div><div>Desperate Ritual</div><div><div>1</div><div>R</div></div></div><div><div>Instant -- Arcane</div><div>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.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                               | <div><div><div>Desperate Ritual</div><div><div>1</div><div>R</div></div></div><div><div>Instant -- Arcane</div><div>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.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                               |

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| <div>Empty the Warrens<div>3R</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          | <div>Fiery Islet<div></div><div>Land</div><div>{T}, Pay 1 life: Add {U} or {R}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      | <div>Gifts Ungiven<div>3U</div><div>Instant</div><div>Search your library for up to four cards with different names and reveal them. Target opponent chooses two of those cards. Put the chosen cards into your graveyard and the rest into your hand. Then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Gifts Ungiven<div>3U</div><div>Instant</div><div>Search your library for up to four cards with different names and reveal them. Target opponent chooses two of those cards. Put the chosen cards into your graveyard and the rest into your hand. Then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div>Gifts Ungiven<div>3U</div><div>Instant</div><div>Search your library for up to four cards with different names and reveal them. Target opponent chooses two of those cards. Put the chosen cards into your graveyard and the rest into your hand. Then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Gifts Ungiven<div>3U</div><div>Instant</div><div>Search your library for up to four cards with different names and reveal them. Target opponent chooses two of those cards. Put the chosen cards into your graveyard and the rest into your hand. Then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Goblin Electromancer<div>UR</div><div>Creature -- Goblin Wizard</div><div>Instant and sorcery spells you cast cost {1} less to cast.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                              | <div>Goblin Electromancer<div>UR</div><div>Creature -- Goblin Wizard</div><div>Instant and sorcery spells you cast cost {1} less to cast.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                              |

U R

Instant and sorcery spells you cast cost {1} less to cast.

**2/2**

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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 ② 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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## Island

$$(\{T\}: \text{Add } \{U\}.)$$

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Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

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① R/G

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R/G

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R/G

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><div>Manamorphose</div><div><div>1</div><div>R/G</div></div></div><div><div>Instant</div><div>Add two mana in any combination of colors.<br/>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                    | <div><div><div>Opt</div><div><div>U</div></div></div><div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                            | <div><div><div>Opt</div><div><div>U</div></div></div><div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                            | <div><div><div>Opt</div><div><div>U</div></div></div><div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Opt</div><div><div>U</div></div></div><div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Past in Flames</div><div><div>3</div><div>R</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Past in Flames</div><div><div>3</div><div>R</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pyretic Ritual</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div>Add {R}{R}{R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                 |

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| <div><div><div>Pyretic Ritual</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div>Add {R}{R}{R}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                            | <div><div><div>Pyretic Ritual</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div>Add {R}{R}{R}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                            | <div><div><div>Pyretic Ritual</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div>Add {R}{R}{R}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                  | <div><div><div>Remand</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.<br/>Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Remand</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.<br/>Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Remand</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.<br/>Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Repeal</div><div><div>X</div><div>U</div></div></div><div><div>Instant</div><div>Return target nonland permanent with mana value X to its owner's hand.<br/>Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Serum Visions</div><div><div>U</div></div></div><div><div>Sorcery</div><div>Draw a card. Scry 2.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                   |

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| <div><div>Serum Visions</div><div>Sorcery</div><div>Draw a card. Scry 2.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div>Serum Visions</div><div>Sorcery</div><div>Draw a card. Scry 2.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div>Serum Visions</div><div>Sorcery</div><div>Draw a card. Scry 2.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                       |
| <div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sleight of Hand</div><div>Sorcery</div><div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Sleight of Hand</div><div>U</div><div>Sorcery</div><div>Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                       | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                       | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   |
| <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><div>({T}: Add {U} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>              | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><div>({T}: Add {U} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><div>({T}: Add {U} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                        | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><div>({T}: Add {U} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                        |
| <div><div>Abrade<div>①R</div></div><div>Instant</div><div><div>Choose one --</div><div>* Abrade deals 3 damage to target creature.</div><div>* Destroy target artifact.</div></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Aria of Flame<div>②R</div></div><div>Enchantment</div><div><div>When this enchantment enters, each opponent gains 10 life.</div><div>Whenever you cast an instant or sorcery spell, put a verse counter on this enchantment, then it deals damage equal to the number of verse counters on it to target player or planeswalker.</div></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Empty the Warrens<div>③R</div></div><div>Sorcery</div><div><div>Create two 1/1 red Goblin creature tokens.</div><div>Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Empty the Warrens<div>③R</div></div><div>Sorcery</div><div><div>Create two 1/1 red Goblin creature tokens.</div><div>Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div></div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 |
| <div><div><div>Mystical Dispute</div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mystical Dispute</div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mystical Dispute</div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pieces of the Puzzle</div><div>Sorcery</div><div>Reveal the top five cards of your library. Put up to two instant and/or sorcery cards from among them into your hand and the rest into your graveyard.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Pieces of the Puzzle ②①

### Sorcery

Reveal the top five cards of your library. Put up to two instant and/or sorcery cards from among them into your hand and the rest into your graveyard.

[sideboard]

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## Shenanigans ①R

### Sorcery

Destroy target artifact.  
Dredge 1 (If you would draw a card, you may mill a card instead. If you do, return this card from your graveyard to your hand.)

[sideboard]

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## Volcanic Awakening ④R①

### Sorcery

Destroy target land.  
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]

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