Akoum Warrior 5R

Creature -- Minotaur Warrior

Trample

4/5

- - - BACK FACE - - -

Akoum Teeth

Land

This land enters tapped.
{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Akoum Warrior 5R

Creature -- Minotaur Warrior

Trample

4/5

- - - BACK FACE - - -

Akoum Teeth

Land

This land enters tapped.
{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

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Playtest cards - Davis, Luke - Legacy (Legacy Win-a-Dual) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bag of Holding (1)

Artifact

Whenever you discard a card, exile that card from your graveyard.
{2}, {T}: Draw a card, then discard a card.
{4}, {T}, Sacrifice this artifact: Return all cards exiled with this artifact to their owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boros Battleshaper (5)(R)(W)

Creature -- Minotaur Soldier

At the beginning of each combat, up to one target creature attacks or blocks this combat if able and up to one target creature can't attack or block this combat.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chrome Mox (0)

Artifact

Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.
{T}: Add one mana of any of the exiled card's colors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chrome Mox (0)

Artifact

Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.
{T}: Add one mana of any of the exiled card's colors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Didgeridoo (1)

Artifact

{3}: You may put a Minotaur permanent card from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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Fable of the Mirror-Breaker 2R

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."
II -- You may discard up to two cards. If you do, draw that many cards.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

Reflection of Kiki-Jiki

Enchantment Creature -- Goblin Shaman

{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karakas

Legendary Land

{T}: Add {W}.
{T}: Return target legendary creature to its owner's hand.

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Karakas

Legendary Land

{T}: Add {W}.
{T}: Return target legendary creature to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moraug, Fury of Akoum 4RR

Legendary Creature -- Minotaur Warrior

Each creature you control gets +1/+0 for each time it has attacked this turn.
Landfall -- Whenever a land you control enters, if it's your main phase, there's an additional combat phase after this phase. At the beginning of that combat, untap all creatures you control.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Davis, Luke - Legacy (Legacy Win-a-Dual) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Neheb, Dreadhorde Champion (2)(R)(R)

Legendary Creature -- Zombie Minotaur Warrior

Trample
Whenever Neheb deals combat damage to a player or planeswalker, you may discard any number of cards. If you do, draw that many cards and add that much {R}. Until end of turn, you don't lose this mana as steps and phases end.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pithing Needle (1)

Artifact

As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plateau

Land -- Mountain Plains

({T}: Add {R} or {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plateau

Land -- Mountain Plains

({T}: Add {R} or {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Davis, Luke - Legacy (Legacy Win-a-Dual) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Plateau

Land -- Mountain Plains

({T}: Add {R} or {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Sethron, Hurloon General {3}{R}{R}

Legendary Creature -- Minotaur Warrior

Whenever Sethron or another nontoken Minotaur you control enters, create a 2/3 red Minotaur creature token.
{2}{B/R}: Minotaurs you control get +1/+0 and gain menace and haste until end of turn. ({B/R} can be paid with either {B} or {R}.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadowspear {1}

Legendary Artifact -- Equipment

Equipped creature gets +1/+1 and has trample and lifelink.
{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sphere of Resistance {2}

Artifact

Spells cost {1} more to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Davis, Luke - Legacy (Legacy Win-a-Dual) sheet 6/10 - 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.

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Sphere of Resistance {2}

Artifact

Spells cost {1} more to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares {W}

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tahngarth, Talruum Hero {3}{R}{R}

Legendary Creature -- Minotaur Warrior

Vigilance
{1}{R}, {T}: Tahngarth deals damage equal to its power to target creature. That creature deals damage equal to its power to Tahngarth.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Urza's Saga

Enchantment Land -- Urza's Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- This Saga gains "{T}: Add {C}."
II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"
III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Moon (2)(R)

Enchantment

Nonbasic lands are Mountains.

[sideboard]

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Blood Moon (2)(R)

Enchantment

Nonbasic lands are Mountains.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clive, Ifrit's Dominant (4)(R)(R)

Legendary Creature -- Human Noble Warrior

When Clive enters, you may discard your hand, then draw cards equal to your devotion to red. (Each {R} in the mana costs of permanents you control counts toward your devotion to red.)
{4}{R}{R}, {T}: Exile Clive, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery.

[sideboard]

5/5

- - - BACK FACE - - -

Ifrit, Warden of Inferno

Legendary Enchantment Creature -- Saga Demon

(As this Saga enters and after your draw step, add a lore counter.)
I -- Lunge -- Ifrit fights up to one other target creature.
II, III -- Brimstone -- Add {R}{R}{R}{R}. If Ifrit has three or more lore counters on it, exile it, then return it to the battlefield (front face up).

9/9

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Human Noble Warrior

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{4}{R}{R}, {T}: Exile Clive, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery.

[sideboard]

5/5

- - - BACK FACE - - -

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9/9

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Davis, Luke - Legacy (Legacy Win-a-Dual) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Exorcise {1}{W}

Sorcery

Exile target artifact, enchantment, or creature with power 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exorcise {1}{W}

Sorcery

Exile target artifact, enchantment, or creature with power 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grafdigger's Cage {1}

Artifact

Creature cards in graveyards and libraries can't enter the battlefield.
Players can't cast spells from graveyards or libraries.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of the Void {2}{B}{B}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of the Void {2}{B}{B}

Enchantment

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pithing Needle {1}

Artifact

As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast {R}

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Pyroblast {R}

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Elemental Blast {R}

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trinisphere {3}

Artifact

As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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