## 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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## Birgi, God of Storytelling

Card

- - - OTHER FACE - - -

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Card

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Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Burning Wish (1)(R)

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 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Candy Trail {1}

Artifact -- Food Clue

When this artifact enters, scry 2.
{2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card.

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

## Elemental Eruption {4}{R}{R}

Sorcery

Create a 4/4 red Dragon Elemental creature token with flying and prowess.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

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.)

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## 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.)

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lavaspur Boots (1)

Artifact -- Equipment

Equipped creature gets +1/+0 and has haste and ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)
Equip {1}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lotus Petal (0)

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Manamorphose (1)(R/G)

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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

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## "Name Sticker" Goblin {2}{R}

Creature -- Goblin Guest

When this creature enters from anywhere other than a graveyard or exile, if it's on the battlefield and you control 9 or fewer creatures named "Name Sticker" Goblin, roll a 20-sided die.
1-6 | Add {R}{R}{R}{R}.
7-14 | Add {R}{R}{R}{R}{R}.
15-20 | Add {R}{R}{R}{R}{R}{R}.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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15-20 | Add {R}{R}{R}{R}{R}{R}.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Questing Druid {1}{G}

Creature -- Human Druid

Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.

**1/1**

- - - ADVENTURE - - -

## Seek the Beast {1}{R}

Instant -- Adventure

Exile the top two cards of your library. Until your next end step, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - DB_Maxtortion - Legacy (Legacy League)** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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- - - ADVENTURE - - -

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Exile the top two cards of your library. Until your next end step, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Reckless Impulse** {1}{R}

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 PLAY botbox.dev

**Reckless Impulse** {1}{R}

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 PLAY botbox.dev

**Rite of Flame** {R}

Sorcery

Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Rite of Flame** {R}

Sorcery

Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Rite of Flame** {R}

Sorcery

Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

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## Rite of Flame {R}

Sorcery

Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ruby Medallion {2}

Artifact

Red spells you cast cost {1} less to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## 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

## Seething Song {2}{R}

Instant

Add {R}{R}{R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Add {R}{R}{R}{R}{R}.

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Add {R}{R}{R}{R}{R}.

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Instant

Add {R}{R}{R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Taiga

Land -- Mountain Forest

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

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.

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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


## Wrenn's Resolve (1)(R)

Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Burst of Speed (R)

Sorcery

Creatures you control gain haste until end of turn. (They can attack and {T} even if they just came under your control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Defense Grid (2)

Artifact

Each spell costs {3} more to cast except during its controller's turn.

[sideboard]

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## Defense Grid {2}

Artifact

Each spell costs {3} more to cast except during its controller's turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fiery Confluence {2}{R}{R}

Sorcery

Choose three. You may choose the same mode more than once.
* Fiery Confluence deals 1 damage to each creature.
* Fiery Confluence deals 2 damage to each opponent.
* Destroy target artifact.

[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

## 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

## 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]

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[sideboard]

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[sideboard]

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## Past in Flames {3}{R}

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 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]

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