

<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Blood Moon2R</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blood Moon2R</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blood Moon2R</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blood Moon2R</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Chalice of the Void</div><div><div>X</div><div>X</div></div></div> <div>Artifact</div> <div><p>This artifact enters with X charge counters on it.</p><p>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Chalice of the Void</div><div><div>X</div><div>X</div></div></div> <div>Artifact</div> <div><p>This artifact enters with X charge counters on it.</p><p>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Chalice of the Void</div><div><div>X</div><div>X</div></div></div> <div>Artifact</div> <div><p>This artifact enters with X charge counters on it.</p><p>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Chalice of the Void</div><div><div>X</div><div>X</div></div></div> <div>Artifact</div> <div><p>This artifact enters with X charge counters on it.</p><p>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Chrome Mox</div><div>0</div></div> <div>Artifact</div> <div><p>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.</p><p>{T}: Add one mana of any of the exiled card's colors.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Chrome Mox</div><div>0</div></div> <div>Artifact</div> <div><p>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.</p><p>{T}: Add one mana of any of the exiled card's colors.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Chrome Mox</div><div>0</div></div> <div>Artifact</div> <div><p>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.</p><p>{T}: Add one mana of any of the exiled card's colors.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Chrome Mox</div><div>0</div></div> <div>Artifact</div> <div><p>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.</p><p>{T}: Add one mana of any of the exiled card's colors.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>City of Traitors</div> <div>Land</div> <div> When you play another land, sacrifice this land. {T}: Add {C}{C}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>City of Traitors</div> <div>Land</div> <div> When you play another land, sacrifice this land. {T}: Add {C}{C}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>City of Traitors</div> <div>Land</div> <div> When you play another land, sacrifice this land. {T}: Add {C}{C}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>City of Traitors</div> <div>Land</div> <div> When you play another land, sacrifice this land. {T}: Add {C}{C}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Fable of the Mirror-Breaker 2R</div> <div>Enchantment -- Saga</div> <div> (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. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Fable of the Mirror-Breaker 2R</div> <div>Enchantment -- Saga</div> <div> (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. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Fable of the Mirror-Breaker 2R</div> <div>Enchantment -- Saga</div> <div> (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. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Fable of the Mirror-Breaker 2R</div> <div>Enchantment -- Saga</div> <div> (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. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Reflection of Kiki-Jiki</div> <div>Enchantment Creature -- Goblin Shaman</div> <div> {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. </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Reflection of Kiki-Jiki</div> <div>Enchantment Creature -- Goblin Shaman</div> <div> {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. </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Reflection of Kiki-Jiki</div> <div>Enchantment Creature -- Goblin Shaman</div> <div> {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. </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Reflection of Kiki-Jiki</div> <div>Enchantment Creature -- Goblin Shaman</div> <div> {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. </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

Playtest cards - SiL3nTGoaT - Legacy (Legacy League)

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 4/10 - 8 cards - 2.5 x 3.5 in each

<p>Fury (3)(R)(R)</p> <p>Creature -- Elemental Incarnation</p> <p>Double strike When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers. Evoke--Exile a red card from your hand.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Fury (3)(R)(R)</p> <p>Creature -- Elemental Incarnation</p> <p>Double strike When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers. Evoke--Exile a red card from your hand.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Fury (3)(R)(R)</p> <p>Creature -- Elemental Incarnation</p> <p>Double strike When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers. Evoke--Exile a red card from your hand.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Fury (3)(R)(R)</p> <p>Creature -- Elemental Incarnation</p> <p>Double strike When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers. Evoke--Exile a red card from your hand.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Magus of the Moon (2)(R)</p> <p>Creature -- Human Wizard</p> <p>Nonbasic lands are Mountains.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Magus of the Moon (2)(R)</p> <p>Creature -- Human Wizard</p> <p>Nonbasic lands are Mountains.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Mountain</p> <p>Basic Land -- Mountain</p> <p>({T}: Add {R}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Mountain</p> <p>Basic Land -- Mountain</p> <p>({T}: Add {R}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - SiL3nTGoaT - Legacy (Legacy League)

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

<div><div><div>Simian Spirit Guide</div><div>2R</div></div><div><div>Creature -- Ape Spirit</div><div>Exile this card from your hand: Add {R}.</div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Sundering Eruption</div><div>2R</div></div><div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn.</div><div>Volcanic Fissure</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Sundering Eruption</div><div>2R</div></div><div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn.</div><div>Volcanic Fissure</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Sundering Eruption</div><div>2R</div></div><div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn.</div><div>Volcanic Fissure</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Sundering Eruption</div><div>2R</div></div><div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn.</div><div>Volcanic Fissure</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>The One Ring</div><div>4</div></div><div><div>Legendary Artifact</div><div>Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>The One Ring</div><div>4</div></div><div><div>Legendary Artifact</div><div>Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>The One Ring</div><div>4</div></div><div><div>Legendary Artifact</div><div>Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div><div>The One Ring</div><div>4</div></div><div>Legendary Artifact</div><div>Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Trinisphere</div><div>3</div></div><div>Artifact</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Trinisphere</div><div>3</div></div><div>Artifact</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Trinisphere</div><div>3</div></div><div>Artifact</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Dead</div><div>R</div></div><div>Instant</div><div>Dead deals 2 damage to target creature.</div><div>[sideboard]</div><div>----- RIGHT HALF -----</div><div><div><div>Gone</div><div>2R</div></div><div>Instant</div><div>Return target creature you don't control to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Dead</div><div>R</div></div><div>Instant</div><div>Dead deals 2 damage to target creature.</div><div>[sideboard]</div><div>----- RIGHT HALF -----</div><div><div><div>Gone</div><div>2R</div></div><div>Instant</div><div>Return target creature you don't control to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Dead</div><div>R</div></div><div>Instant</div><div>Dead deals 2 damage to target creature.</div><div>[sideboard]</div><div>----- RIGHT HALF -----</div><div><div><div>Gone</div><div>2R</div></div><div>Instant</div><div>Return target creature you don't control to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Dead</div><div>R</div></div><div>Instant</div><div>Dead deals 2 damage to target creature.</div><div>[sideboard]</div><div>----- RIGHT HALF -----</div><div><div><div>Gone</div><div>2R</div></div><div>Instant</div><div>Return target creature you don't control to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<div><div><div>Faerie Macabre</div><div>①B B</div></div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>Discard this card: Exile up to two target cards from graveyards.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Faerie Macabre</div><div>①B B</div></div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>Discard this card: Exile up to two target cards from graveyards.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Faerie Macabre</div><div>①B B</div></div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>Discard this card: Exile up to two target cards from graveyards.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Faerie Macabre</div><div>①B B</div></div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>Discard this card: Exile up to two target cards from graveyards.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Fiery Confluence</div><div>②R R</div></div><div>Sorcery</div><div>Choose three. You may choose the same mode more than once.</div><div>* Fiery Confluence deals 1 damage to each creature.</div><div>* Fiery Confluence deals 2 damage to each opponent.</div><div>* Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fiery Confluence</div><div>②R R</div></div><div>Sorcery</div><div>Choose three. You may choose the same mode more than once.</div><div>* Fiery Confluence deals 1 damage to each creature.</div><div>* Fiery Confluence deals 2 damage to each opponent.</div><div>* Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mindbreak Trap</div><div>②U U</div></div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.</div><div>Exile any number of target spells.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mindbreak Trap</div><div>②U U</div></div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.</div><div>Exile any number of target spells.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Null Rod</div><div>②</div></div> <div>Artifact</div> <div>Activated abilities of artifacts can't be activated.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Null Rod</div><div>②</div></div> <div>Artifact</div> <div>Activated abilities of artifacts can't be activated.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Pyroblast</div><div>Ⓜ</div></div> <div>Instant</div> <div>Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	