

Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Burning Wish1R 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 PLAYbotbox.dev	Burning Wish1R 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 PLAYbotbox.dev	Burning Wish1R 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 PLAYbotbox.dev	Burning Wish1R 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 PLAYbotbox.dev

City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Desperate Ritual1R 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 Ritual1R 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
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Lotus Petal 0 Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Manamorphose 1R/G Instant Add two mana in any combination of colors. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Manamorphose 1R/G Instant Add two mana in any combination of colors. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Manamorphose 1R/G Instant Add two mana in any combination of colors. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Manamorphose 1R/G Instant Add two mana in any combination of colors. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Ral, Monsoon Mage 1 R Legendary Creature -- Human Wizard 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, Leyline Prodigy 1 R Legendary Planeswalker -- Ral 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	Ral, Monsoon Mage 1 R Legendary Creature -- Human Wizard 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, Leyline Prodigy 1 R Legendary Planeswalker -- Ral 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	Ral, Monsoon Mage 1 R Legendary Creature -- Human Wizard 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, Leyline Prodigy 1 R Legendary Planeswalker -- Ral 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	Ral, Monsoon Mage 1 R Legendary Creature -- Human Wizard 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, Leyline Prodigy 1 R Legendary Planeswalker -- Ral 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
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	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

Playtest cards - Oceansoul92 - Legacy (Legacy Challenge 32)

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

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 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

Sandstone Needle Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sandstone Needle Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seething Song2R Instant Add {R}{R}{R}{R}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seething Song2R Instant Add {R}{R}{R}{R}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Abrade Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abrade Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burst of Speed 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 PLAYbotbox.dev	Chain Lightning Sorcery Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy. [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	Fiery Confluence 2RR 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 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	Glimpse the Impossible 2R 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}." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Leyline of the Void 2BB 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 PLAYbotbox.dev	Leyline of the Void 2BB 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 PLAYbotbox.dev	Leyline of the Void 2BB 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 PLAYbotbox.dev	Leyline of the Void 2BB 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 PLAYbotbox.dev

Mindbreak Trap 2 U U Instant -- Trap If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mindbreak Trap 2 U U Instant -- Trap If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	