

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	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	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	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
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	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

Desperate Ritual

① R

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.)

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Elvish Spirit Guide

2 G

Creature -- Elf Spirit

Exile this card from your hand: Add {G}.

2/2

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Playtest cards - ironclaw2016 - 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 2/10 - 8 cards - 2.5 x 3.5 in each

Empty the Warrens 3 R 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Empty the Warrens 3 R 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Empty the Warrens 3 R 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Charbelcher 4 Artifact {3}, {T}: Reveal cards from the top of your library until you reveal a land card. This artifact deals damage equal to the number of nonland cards revealed this way to any target. If the revealed land card was a Mountain, this artifact deals double that damage instead. Put the revealed cards on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Goblin Charbelcher 4 Artifact {3}, {T}: Reveal cards from the top of your library until you reveal a land card. This artifact deals damage equal to the number of nonland cards revealed this way to any target. If the revealed land card was a Mountain, this artifact deals double that damage instead. Put the revealed cards on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Charbelcher 4 Artifact {3}, {T}: Reveal cards from the top of your library until you reveal a land card. This artifact deals damage equal to the number of nonland cards revealed this way to any target. If the revealed land card was a Mountain, this artifact deals double that damage instead. Put the revealed cards on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Charbelcher 4 Artifact {3}, {T}: Reveal cards from the top of your library until you reveal a land card. This artifact deals damage equal to the number of nonland cards revealed this way to any target. If the revealed land card was a Mountain, this artifact deals double that damage instead. Put the revealed cards on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Land Grant 1 G Sorcery If you have no land cards in hand, you may reveal your hand rather than pay this spell's mana cost. Search your library for a Forest card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑨

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©

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

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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

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Draw a card.

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Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①Ⓡ

Add $\{R\}\{R\}\{R\}$.

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

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

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	Seething Song 2 R Instant Add {R}{R}{R}{R}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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2 R

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Exile this card from your hand: Add {R}.

2/2

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3 B B

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

3/4

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3/4

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Land -- Mountain Forest

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

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Tinder Wall 6 Creature -- Plant Wall Defender (This creature can't attack.) Sacrifice this creature: Add {R}{R}. {R}, Sacrifice this creature: It deals 2 damage to target creature it's blocking. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tinder Wall 6 Creature -- Plant Wall Defender (This creature can't attack.) Sacrifice this creature: Add {R}{R}. {R}, Sacrifice this creature: It deals 2 damage to target creature it's blocking. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tinder Wall 6 Creature -- Plant Wall Defender (This creature can't attack.) Sacrifice this creature: Add {R}{R}. {R}, Sacrifice this creature: It deals 2 damage to target creature it's blocking. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tinder Wall 6 Creature -- Plant Wall Defender (This creature can't attack.) Sacrifice this creature: Add {R}{R}. {R}, Sacrifice this creature: It deals 2 damage to target creature it's blocking. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Chain Lightning R 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 PLAY botbox.dev	Diminishing Returns 2 U U Sorcery Each player shuffles their hand and graveyard into their library. You exile the top ten cards of your library. Then each player draws up to seven cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Empty the Warrens 3 R 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 PLAY botbox.dev	Goblin War Strike R Sorcery Goblin War Strike deals damage to target player or planeswalker equal to the number of Goblins you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

RG

Choose one --

- * Destroy target artifact.
- * Destroy target enchantment.
- * Destroy target artifact and target enchantment.

[sideboard]

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①R

Pyroclasm deals 2 damage to each creature.

[sideboard]

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3 G

If you control a Forest, rather than pay this spell's mana cost, you may have each other player gain 6 life. Destroy all enchantments.

[sidebar]

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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]

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3 U U

Target opponent reveals cards from the top of their library until they reveal a creature card. That player puts all noncreature cards revealed this way into their graveyard, then you put the creature card onto the battlefield under your control.

[sidebar]

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2 B B

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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②③

As an additional cost to cast this spell, sacrifice an artifact. Return target artifact card from your graveyard to the battlefield.

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[sidebar]
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G

Flying
Whenever this creature attacks,
defending player can't cast spells
this turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

0/1

G

Flying
Whenever this creature attacks,
defending player can't cast spells
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0/1

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