## 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


## Battle Cry Goblin (1)(R)

Creature -- Goblin

{1}{R}: Goblins you control get +1/+0 and gain haste until end of turn.
Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, create a 1/1 red Goblin creature token that's tapped and attacking.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Creature -- Goblin

{1}{R}: Goblins you control get +1/+0 and gain haste until end of turn.
Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, create a 1/1 red Goblin creature token that's tapped and attacking.

**2/2**

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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - exS1N - Legacy (Legacy Challenge 32)** sheet 1/10 - 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.

## Broadside Bombardiers (2)(R)

Creature -- Goblin Pirate

Menace, haste
Boast -- Sacrifice another creature or artifact: This creature deals damage equal to 2 plus the sacrificed permanent's mana value to any target. (Activate only if this creature attacked this turn and only once each turn.)

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**2/2**

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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## Chalice of the Void (X)(X)

Artifact

This artifact enters with X charge counters on it.
Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Artifact

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Artifact

This artifact enters with X charge counters on it.
Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.

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


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Artifact

Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.
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## City of Traitors

Land

When you play another land, sacrifice this land.
{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Land

When you play another land, sacrifice this land.
{T}: Add {C}{C}.

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## Goblin Matron (2)(R)

Creature -- Goblin

When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Goblin Matron (2)(R)

Creature -- Goblin

When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Goblin Rabblemaster (2)(R)

Creature -- Goblin Warrior

Other Goblin creatures you control attack each combat if able.
At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste.
Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - exS1N - Legacy (Legacy Challenge 32)** sheet 4/10 - 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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Creature -- Goblin Warrior

Other Goblin creatures you control attack each combat if able.
At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste.
Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Goblin Ringleader (3)(R)

Creature -- Goblin

Haste (This creature can attack and {T} as soon as it comes under your control.)
When this creature enters, reveal the top four cards of your library. Put all Goblin cards revealed this way into your hand and the rest on the bottom of your library in any order.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Goblin Ringleader (3)(R)

Creature -- Goblin

Haste (This creature can attack and {T} as soon as it comes under your control.)
When this creature enters, reveal the top four cards of your library. Put all Goblin cards revealed this way into your hand and the rest on the bottom of your library in any order.

**2/2**

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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({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


**Playtest cards - exS1N - Legacy (Legacy Challenge 32)** sheet 5/10 - 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.

## 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

## Muxus, Goblin Grandee {4}{R}{R}

Legendary Creature -- Goblin Noble

When Muxus enters, reveal the top six cards of your library. Put all Goblin creature cards with mana value 5 or less from among them onto the battlefield and the rest on the bottom of your library in a random order.
Whenever Muxus attacks, it gets +1/+1 until end of turn for each other Goblin you control.

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## "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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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}.
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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - exS1N - Legacy (Legacy Challenge 32)** 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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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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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


## Shatterskull Smashing {X}{R}{R}

Sorcery

Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.

- - - BACK FACE - - -

## Shatterskull, the Hammer Pass

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Sorcery

Shatterskull Smashing deals X damage divided as you choose among up to two target creatures and/or planeswalkers. If X is 6 or more, Shatterskull Smashing deals twice X damage divided as you choose among them instead.

- - - BACK FACE - - -

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Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Simian Spirit Guide {2}{R}

Creature -- Ape Spirit

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

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Simian Spirit Guide {2}{R}

Creature -- Ape Spirit

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

**2/2**

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

**2/2**

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Creature -- Ape Spirit

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

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - exS1N - Legacy (Legacy Challenge 32)** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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## The One Ring {4}

Legendary Artifact

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## The One Ring {4}

Legendary Artifact

Indestructible
When The One Ring enters, if you cast it, you gain protection from everything until your next turn.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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Legendary Artifact

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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Legendary Artifact

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When The One Ring enters, if you cast it, you gain protection from everything until your next turn.
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{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Blood Moon {2}{R}

Enchantment

Nonbasic lands are Mountains.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Blood Moon {2}{R}

Enchantment

Nonbasic lands are Mountains.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Faerie Macabre {1}{B}{B}

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

**2/2**

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## Fury {3}{R}{R}

Creature -- Elemental Incarnation

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.

[sideboard]

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Fury {3}{R}{R}

Creature -- Elemental Incarnation

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.

[sideboard]

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Goblin Trashmaster {2}{R}{R}

Creature -- Goblin Warrior

Other Goblins you control get +1/+1.
Sacrifice a Goblin: Destroy target artifact.

[sideboard]

**3/3**

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

If this card is in your opening hand, you may begin the game with it on the battlefield.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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Enchantment

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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


## Pyrokinesis {4}{R}{R}

Instant

You may exile a red card from your hand rather than pay this spell's mana cost.
Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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You may exile a red card from your hand rather than pay this spell's mana cost.
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[sideboard]

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**Pyrokinesis** {4}{R}{R}

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You may exile a red card from your hand rather than pay this spell's mana cost.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Unlicensed Hearse** {2}

Artifact -- Vehicle

{T}: Exile up to two target cards from a single graveyard.
Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.
Crew 2

[sideboard]

*/*

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Unlicensed Hearse** {2}

Artifact -- Vehicle

{T}: Exile up to two target cards from a single graveyard.
Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.
Crew 2

[sideboard]

*/*

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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