## 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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## 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**

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - ironclaw2016 - Legacy (Legacy League)** 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**

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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.

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## 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.

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{T}: Add one mana of any of the exiled card's colors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## 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.
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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


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**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**

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**Goblin Trashmaster** {2}{R}{R}

Creature -- Goblin Warrior

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

**3/3**

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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Basic Land -- Mountain

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**Mountain**

Basic Land -- Mountain

({T}: Add {R}.)

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**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**

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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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**2/2**

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## 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

**Playtest cards - ironclaw2016 - Legacy (Legacy League)** sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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- - - BACK FACE - - -

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{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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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Sokenzan, Crucible of Defiance**

Legendary Land

{T}: Add {R}.
Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## 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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Dead {R}

Instant

Dead deals 2 damage to target creature.

[sideboard]

- - - RIGHT HALF - - -

## Gone {2}{R}

Instant

Return target creature you don't control to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Dead {R}

Instant

Dead deals 2 damage to target creature.

[sideboard]

- - - RIGHT HALF - - -

## Gone {2}{R}

Instant

Return target creature you don't control to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - ironclaw2016 - Legacy (Legacy League)** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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**Dead** (R)

Instant

Dead deals 2 damage to target creature.

[sideboard]

- - - RIGHT HALF - - -

**Gone** (2)(R)

Instant

Return target creature you don't control to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Dead** (R)

Instant

Dead deals 2 damage to target creature.

[sideboard]

- - - RIGHT HALF - - -

**Gone** (2)(R)

Instant

Return target creature you don't control to its owner's hand.

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

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[sideboard]

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[sideboard]

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[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

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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]

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