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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <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> |
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## 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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once each turn.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Caves of Chaos Adventurer** (3)(R)

Creature -- Human Barbarian

Trample  
When this creature enters, you take the initiative.  
Whenever this creature attacks, exile the top card of your library.  
If you've completed a dungeon, you may play that card this turn without paying its mana cost. Otherwise, you may play that card this turn.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Caves of Chaos Adventurer** (3)(R)

Creature -- Human Barbarian

Trample  
When this creature enters, you take the initiative.  
Whenever this creature attacks, exile the top card of your library.  
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Trample  
When this creature enters, you take the initiative.  
Whenever this creature attacks, exile the top card of your library.  
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5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chrome Mox 

Artifact

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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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| <div><div>Chrome Mox</div><div>Artifact</div><div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/>{T}: Add one mana of any of the exiled card's colors.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chrome Mox</div><div>Artifact</div><div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/>{T}: Add one mana of any of the exiled card's colors.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chrome Mox</div><div>Artifact</div><div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/>{T}: Add one mana of any of the exiled card's colors.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div>Fable of the Mirror-Breaker</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</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>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div> <b>Fable of the Mirror-Breaker</b> <span>2</span><span>R</span> </div> <div>           Enchantment -- Saga         </div> <div>           (As this Saga enters and after your draw step, add a lore counter.)<br/>           I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>           II -- You may discard up to two cards. If you do, draw that many cards.<br/>           III -- Exile this Saga, then return it to the battlefield transformed under your control.         </div> <div>           ----- BACK FACE -----         </div> <div> <b>Reflection of Kiki-Jiki</b> </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> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Fable of the Mirror-Breaker</b> <span>2</span><span>R</span> </div> <div>           Enchantment -- Saga         </div> <div>           (As this Saga enters and after your draw step, add a lore counter.)<br/>           I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>           II -- You may discard up to two cards. If you do, draw that many cards.<br/>           III -- Exile this Saga, then return it to the battlefield transformed under your control.         </div> <div>           ----- BACK FACE -----         </div> <div> <b>Reflection of Kiki-Jiki</b> </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> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Fable of the Mirror-Breaker</b> <span>2</span><span>R</span> </div> <div>           Enchantment -- Saga         </div> <div>           (As this Saga enters and after your draw step, add a lore counter.)<br/>           I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>           II -- You may discard up to two cards. If you do, draw that many cards.<br/>           III -- Exile this Saga, then return it to the battlefield transformed under your control.         </div> <div>           ----- BACK FACE -----         </div> <div> <b>Reflection of Kiki-Jiki</b> </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> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Fury</b> <span>3</span><span>R</span><span>R</span> </div> <div>           Creature -- Elemental Incarnation         </div> <div>           Double strike<br/>           When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.<br/>           Evoke--Exile a red card from your hand.         </div> <div> <div>3/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                           |
| <div> <b>Fury</b> <span>3</span><span>R</span><span>R</span> </div> <div>           Creature -- Elemental Incarnation         </div> <div>           Double strike<br/>           When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.<br/>           Evoke--Exile a red card from your hand.         </div> <div> <div>3/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | <div> <b>Fury</b> <span>3</span><span>R</span><span>R</span> </div> <div>           Creature -- Elemental Incarnation         </div> <div>           Double strike<br/>           When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.<br/>           Evoke--Exile a red card from your hand.         </div> <div> <div>3/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | <div> <b>Fury</b> <span>3</span><span>R</span><span>R</span> </div> <div>           Creature -- Elemental Incarnation         </div> <div>           Double strike<br/>           When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.<br/>           Evoke--Exile a red card from your hand.         </div> <div> <div>3/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | <div> <b>Gemstone Caverns</b> </div> <div>           Legendary Land         </div> <div>           If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.<br/>           {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> |

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| <b>Laelia, the Blade Reforged</b> (2)(R)<br>Legendary Creature -- Spirit Warrior<br>Haste<br>Whenever Laelia attacks, exile the top card of your library. You may play that card this turn.<br>Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Laelia, the Blade Reforged</b> (2)(R)<br>Legendary Creature -- Spirit Warrior<br>Haste<br>Whenever Laelia attacks, exile the top card of your library. You may play that card this turn.<br>Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Laelia, the Blade Reforged</b> (2)(R)<br>Legendary Creature -- Spirit Warrior<br>Haste<br>Whenever Laelia attacks, exile the top card of your library. You may play that card this turn.<br>Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Magus of the Moon</b> (2)(R)<br>Creature -- Human Wizard<br>Nonbasic lands are Mountains.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Magus of the Moon</b> (2)(R)<br>Creature -- Human Wizard<br>Nonbasic lands are Mountains.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                         | <b>Mountain</b><br>Basic Land -- Mountain<br>({T}: Add {R}.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                         | <b>Mountain</b><br>Basic Land -- Mountain<br>({T}: Add {R}.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                         | <b>Mountain</b><br>Basic Land -- Mountain<br>({T}: Add {R}.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                 |

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| <div>Pyrogoyf (3)(R)</div> <div>Creature -- Lhurgoyf</div> <div>Pyrogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. Whenever this creature or another Lhurgoyf creature you control enters, that creature deals damage equal to its power to any target.</div> <div>* / 1 + *</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                          | <div>Pyrogoyf (3)(R)</div> <div>Creature -- Lhurgoyf</div> <div>Pyrogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. Whenever this creature or another Lhurgoyf creature you control enters, that creature deals damage equal to its power to any target.</div> <div>* / 1 + *</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                          | <div>Pyrogoyf (3)(R)</div> <div>Creature -- Lhurgoyf</div> <div>Pyrogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. Whenever this creature or another Lhurgoyf creature you control enters, that creature deals damage equal to its power to any target.</div> <div>* / 1 + *</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                          | <div>Pyrogoyf (3)(R)</div> <div>Creature -- Lhurgoyf</div> <div>Pyrogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. Whenever this creature or another Lhurgoyf creature you control enters, that creature deals damage equal to its power to any target.</div> <div>* / 1 + *</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                          |
| <div>Shatterskull Smashing (X)(R)(R)</div> <div>Sorcery</div> <div>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.</div> <div>----- BACK FACE -----</div> <div>Shatterskull, the Hammer Pass</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Shatterskull Smashing (X)(R)(R)</div> <div>Sorcery</div> <div>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.</div> <div>----- BACK FACE -----</div> <div>Shatterskull, the Hammer Pass</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Shatterskull Smashing (X)(R)(R)</div> <div>Sorcery</div> <div>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.</div> <div>----- BACK FACE -----</div> <div>Shatterskull, the Hammer Pass</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Shatterskull Smashing (X)(R)(R)</div> <div>Sorcery</div> <div>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.</div> <div>----- BACK FACE -----</div> <div>Shatterskull, the Hammer Pass</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div> <div> Simian Spirit Guide <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                       | <div> <div> Simian Spirit Guide <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                             | <div> <div> Simian Spirit Guide <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                             | <div> <div> Simian Spirit Guide <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                             |
| <div> <div> Sokenzan, Crucible of Defiance </div> <div> <div>Legendary Land</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> Sundering Eruption <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>----- BACK FACE -----</div> <div> Volcanic Fissure </div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div> Sundering Eruption <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>----- BACK FACE -----</div> <div> Volcanic Fissure </div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div> Sundering Eruption <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>----- BACK FACE -----</div> <div> Volcanic Fissure </div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> |

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| <div><div>Vexing Bauble1</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Vexing Bauble1</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div>Vexing Bauble1</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div>Vexing Bauble1</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                       |
| <div><div>Abrade1R</div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div>DeadR</div><div>Instant</div><div>Dead deals 2 damage to target creature.</div><div>[sideboard]</div><div>-----<br/>- - - RIGHT HALF - - -</div><div><div>Gone2R</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>DeadR</div><div>Instant</div><div>Dead deals 2 damage to target creature.</div><div>[sideboard]</div><div>-----<br/>- - - RIGHT HALF - - -</div><div><div>Gone2R</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>Fiery Confluence2RR</div><div>Sorcery</div><div>Choose three. You may choose the same mode more than once.<br/>* Fiery Confluence deals 1 damage to each creature.<br/>* Fiery Confluence deals 2 damage to each opponent.<br/>* Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Fiery Confluence</b> (2)(R)(R)<br>Sorcery<br>Choose three. You may choose the same mode more than once.<br>* Fiery Confluence deals 1 damage to each creature.<br>* Fiery Confluence deals 2 damage to each opponent.<br>* Destroy target artifact.<br><br>[sideboard]                                                                               | <b>Ghost Vacuum</b> (1)<br>Artifact<br>{T}: Exile target card from a graveyard.<br>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.<br><br>[sideboard] | <b>Ghost Vacuum</b> (1)<br>Artifact<br>{T}: Exile target card from a graveyard.<br>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.<br><br>[sideboard] | <b>Ghost Vacuum</b> (1)<br>Artifact<br>{T}: Exile target card from a graveyard.<br>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.<br><br>[sideboard] |
| <b>Ghost Vacuum</b> (1)<br>Artifact<br>{T}: Exile target card from a graveyard.<br>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.<br><br>[sideboard] | <b>Mindbreak Trap</b> (2)(U)(U)<br>Instant -- Trap<br>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.<br>Exile any number of target spells.<br><br>[sideboard]                                                                                                                              | <b>Mindbreak Trap</b> (2)(U)(U)<br>Instant -- Trap<br>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.<br>Exile any number of target spells.<br><br>[sideboard]                                                                                                                              | <b>Pyroblast</b> (R)<br>Instant<br>Choose one --<br>* Counter target spell if it's blue.<br>* Destroy target permanent if it's blue.<br><br>[sideboard]                                                                                                                                                                                                 |

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| <div><div><div>Pyroblast</div><div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pyroblast</div><div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pyroblast</div><div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |  |
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Playtest cards - Kingvi - 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 10/10 - 3 cards - 2.5 x 3.5 in each