

PIOMBINI, in 3 minutes

Designed by [Gianvito Taneburgo](#)

/ˈpjom.bi.ni/ | “Piombini” is the Italian for “caps”, the little yellow bullets used with toy guns.

Introduction

Piombini is a Magic format, akin to a board game. It draws inspiration from Dandân, by Nick Floyd. If you know how to play Dandân, you can play Piombini right away since the same rules apply: have a look at the **Notes** below, skip the other sections, shuffle the deck, and have fun!

Rules

In Piombini, players share a common library (decklist below) and a common graveyard. If an effect interacts with “*your*” library/graveyard, it now interacts with the shared library/graveyard.

Players start at 20 life, they draw a hand of 7, and they lose the game in the usual ways.

Standard mulligan rules apply, with a tweak: if an opening hand does not contain 2+ lands or contains 6+ lands, that player may reveal their hand and take a free mulligan.

Note: if you are short on time, you can play Piombini starting with 15 or 10 life.

Decklist ([Moxfield](#))

Piombini is played with a shared deck of 80 common cards:

Lands (28)	Creatures (26)	Instant (22)	Artifacts (4)
2 Dwarven Mine 2 Forgotten Cave 2 Geothermal Bog 2 Jagged Barrens 18 Mountain 2 The Autonomous Furnace	4 Fanatical Firebrand 2 Igneous Pouncer 4 Insolent Neonate 4 Jund Sojourners 4 Mogg Fanatic 4 Scrapwork Mutt 4 Voldaren Epicure	12 Death Spark 2 Demand Answers 2 Electric Revelation 2 Geistflame 2 Lava Dart 2 Magmatic Sinkhole	2 Conjuror's Bauble 2 Feldon's Cane

Notes

The following Magic rules are often forgotten, but they are particularly relevant for Piombini:

- It is not possible to reorder cards in the graveyard.
- Death Spark has received an errata: the ability triggers at the beginning of your upkeep.
- Death Spark’s ability does not trigger if no creature card is directly above it.
- If you activate Insolent Neonate’s ability, you can put the discarded card and the sacrificed creature in your graveyard in any order.
- A spell goes into the graveyard after its effect is fully resolved.

Thanks

A special thanks to Tonuccio, Renzo and Maio for the nights spent together playing Dandân: it is with you and for you that I started designing this game.

Also, thanks to Mirco and Ettore, the beta-testers of the game, for their great feedback and ideas!

Why

Piombini is an ode to Pauper: it reminds us common cards are enough to have good fun.