Angel of Glory's Rise {5}{W}{W}

Creature -- Angel

Flying
When this creature enters, exile all Zombies, then return all Human creature cards from your graveyard to the battlefield.

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Azami, Lady of Scrolls {2}{U}{U}{U}

Legendary Creature -- Human Wizard

Tap an untapped Wizard you control: Draw a card.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Balustrade Spy {3}{B}

Creature -- Vampire Rogue

Flying
When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Balustrade Spy {3}{B}

Creature -- Vampire Rogue

Flying
When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Balustrade Spy {3}{B}

Creature -- Vampire Rogue

Flying
When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Balustrade Spy {3}{B}

Creature -- Vampire Rogue

Flying
When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blackbloom Rogue {2}{B}

Creature -- Human Rogue

Menace (This creature can't be blocked except by two or more creatures.)
This creature gets +3/+0 as long as an opponent has eight or more cards in their graveyard.

2/3

- - - BACK FACE - - -

Blackbloom Bog

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blackbloom Rogue {2}{B}

Creature -- Human Rogue

Menace (This creature can't be blocked except by two or more creatures.)
This creature gets +3/+0 as long as an opponent has eight or more cards in their graveyard.

2/3

- - - BACK FACE - - -

Blackbloom Bog

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Miller, Mckenzie - Vintage v3 Group C266FF (Balustrade Spy, Undercity Inf 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.

Blackbloom Rogue (2)(B)

Creature -- Human Rogue

Menace (This creature can't be blocked except by two or more creatures.)
This creature gets +3/+0 as long as an opponent has eight or more cards in their graveyard.

2/3

- - - BACK FACE - - -

Blackbloom Bog

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blackbloom Rogue (2)(B)

Creature -- Human Rogue

Menace (This creature can't be blocked except by two or more creatures.)
This creature gets +3/+0 as long as an opponent has eight or more cards in their graveyard.

2/3

- - - BACK FACE - - -

Blackbloom Bog

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodsoaked Insight (5)(B/R)(B/R)

Sorcery

This spell costs {1} less to cast for each 1 life your opponents have lost this turn.
Target opponent exiles the top three cards of their library. Until the end of your next turn, you may play those cards. If you cast a spell this way, mana of any type can be spent to cast it.

- - - BACK FACE - - -

Sanguine Morass

Land

This land enters tapped.
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodsoaked Insight (5)(B/R)(B/R)

Sorcery

This spell costs {1} less to cast for each 1 life your opponents have lost this turn.
Target opponent exiles the top three cards of their library. Until the end of your next turn, you may play those cards. If you cast a spell this way, mana of any type can be spent to cast it.

- - - BACK FACE - - -

Sanguine Morass

Land

This land enters tapped.
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boggart Trawler (2)(B)

Creature -- Goblin

When this creature enters, exile target player's graveyard.

3/1

- - - BACK FACE - - -

Boggart Bog

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boggart Trawler (2)(B)

Creature -- Goblin

When this creature enters, exile target player's graveyard.

3/1

- - - BACK FACE - - -

Boggart Bog

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Miller, Mckenzie - Vintage v3 Group C266FF (Balustrade Spy, Undercity Inf sheet 2/10 - 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.

Boggart Trawler 2B

Creature -- Goblin

When this creature enters, exile target player's graveyard.

3/1

- - - BACK FACE - - -

Boggart Bog

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bridgeworks Battle 2G

Sorcery

Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)

- - - BACK FACE - - -

Tanglespan Bridgeworks

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bridgeworks Battle 2G

Sorcery

Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)

- - - BACK FACE - - -

Tanglespan Bridgeworks

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bridgeworks Battle 2G

Sorcery

Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)

- - - BACK FACE - - -

Tanglespan Bridgeworks

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bridgeworks Battle 2G

Sorcery

Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)

- - - BACK FACE - - -

Tanglespan Bridgeworks

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dread Return 2BB

Sorcery

Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Spirit Guide 2G

Creature -- Elf Spirit

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Spirit Guide 2G

Creature -- Elf Spirit

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Miller, Mckenzie - Vintage v3 Group C266FF (Balustrade Spy, Undercity Inf sheet 3/10 - 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.

Jack-o'-Lantern {1}

Artifact

{1}, {T}, Sacrifice this artifact: Exile up to one target card from a graveyard. Draw a card.
{1}, Exile this card from your graveyard: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Laboratory Maniac {2}{U}

Creature -- Human Wizard

If you would draw a card while your library has no cards in it, you win the game instead.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotleth Giant {6}{B}

Creature -- Zombie Giant

Undergrowth -- When this creature enters, it deals 1 damage to target opponent for each creature card in your graveyard.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Malevolent Rumble {1}{G}

Sorcery

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Malevolent Rumble {1}{G}

Sorcery

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Memory's Journey {1}{U}

Instant

Target player shuffles up to three target cards from their graveyard into their library.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Narcomoeba {1}{U}

Creature -- Illusion

Flying
When this card is put into your graveyard from your library, you may put it onto the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Narcomoeba {1}{U}

Creature -- Illusion

Flying
When this card is put into your graveyard from your library, you may put it onto the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Narcomoeba {1}{U}

Creature -- Illusion

Flying
When this card is put into your graveyard from your library, you may put it onto the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Once Upon a Time {1}{G}

Instant

If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Once Upon a Time {1}{G}

Instant

If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Once Upon a Time {1}{G}

Instant

If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pelakka Predation {2}{B}

Sorcery

Target opponent reveals their hand. You choose a card from it with mana value 3 or greater. That player discards that card.

- - - BACK FACE - - -

Pelakka Caverns

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pelakka Predation {2}{B}

Sorcery

Target opponent reveals their hand. You choose a card from it with mana value 3 or greater. That player discards that card.

- - - BACK FACE - - -

Pelakka Caverns

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pelakka Predation {2}{B}

Sorcery

Target opponent reveals their hand. You choose a card from it with mana value 3 or greater. That player discards that card.

- - - BACK FACE - - -

Pelakka Caverns

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pelakka Predation {2}{B}

Sorcery

Target opponent reveals their hand. You choose a card from it with mana value 3 or greater. That player discards that card.

- - - BACK FACE - - -

Pelakka Caverns

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Miller, Mckenzie - Vintage v3 Group C266FF (Balustrade Spy, Undercity Inf 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.

Pentad Prism (2)

Artifact

Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)
Remove a charge counter from this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pentad Prism (2)

Artifact

Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)
Remove a charge counter from this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pentad Prism (2)

Artifact

Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)
Remove a charge counter from this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pentad Prism (2)

Artifact

Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)
Remove a charge counter from this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phantasmagorian (5)(B)(B)

Creature -- Horror

When you cast this spell, any player may discard three cards. If a player does, counter Phantasmagorian.
Discard three cards: Return this card from your graveyard to your hand.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razorgrass Ambush (1)(W)

Instant

Razorgrass Ambush deals 3 damage to target attacking or blocking creature.

- - - BACK FACE - - -

Razorgrass Field

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razorgrass Ambush (1)(W)

Instant

Razorgrass Ambush deals 3 damage to target attacking or blocking creature.

- - - BACK FACE - - -

Razorgrass Field

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sol Ring (1)

Artifact

{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Street Wraith (3)(B)(B)

Creature -- Wraith

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Street Wraith (3)(B)(B)

Creature -- Wraith

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Street Wraith (3)(B)(B)

Creature -- Wraith

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Street Wraith (3)(B)(B)

Creature -- Wraith

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undercity Informer (2)(B)

Creature -- Human Rogue

{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undercity Informer (2)(B)

Creature -- Human Rogue

{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undercity Informer (2)(B)

Creature -- Human Rogue

{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undercity Informer (2)(B)

Creature -- Human Rogue

{1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Zof Consumption {4}{B}{B}

Sorcery

Each opponent loses 4 life and you gain 4 life.

- - - BACK FACE - - -

Zof Bloodbog

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zof Consumption {4}{B}{B}

Sorcery

Each opponent loses 4 life and you gain 4 life.

- - - BACK FACE - - -

Zof Bloodbog

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zof Consumption {4}{B}{B}

Sorcery

Each opponent loses 4 life and you gain 4 life.

- - - BACK FACE - - -

Zof Bloodbog

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zof Consumption {4}{B}{B}

Sorcery

Each opponent loses 4 life and you gain 4 life.

- - - BACK FACE - - -

Zof Bloodbog

Land

This land enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Miller, Mckenzie - Vintage v3 Group C266FF (Balustrade Spy, Undercity Inf sheet 8/10 - 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.

Heritage Reclamation (1)(G)

Instant

Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Exile up to one target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heritage Reclamation (1)(G)

Instant

Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Exile up to one target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heritage Reclamation (1)(G)

Instant

Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Exile up to one target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Sanctity (2)(W)(W)

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
You have hexproof. (You can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Sanctity (2)(W)(W)

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
You have hexproof. (You can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Sanctity (2)(W)(W)

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
You have hexproof. (You can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Sanctity (2)(W)(W)

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
You have hexproof. (You can't be the target of spells or abilities your opponents control.)

[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.
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

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.

Leyline of the Void 2BB

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 2BB

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 2BB

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

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.