

**Playtest cards - TheGrimLavamancer - Boros Energy (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.

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| <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |
| <div><div><div>Elegant Parlor</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <div> <div> <b>Hexing Squelcher</b> <div> <div>1</div> <div>R</div> </div> </div> <div>           Creature -- Goblin Sorcerer         </div> <div> <p>             This spell can't be countered.<br/>             Ward--Pay 2 life.<br/>             Spells you control can't be countered.<br/>             Other creatures you control have "Ward--Pay 2 life."           </p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                        | <div> <div> <b>Karakas</b> </div> <div>           Legendary Land         </div> <div> <p>             {T}: Add {W}.<br/>             {T}: Return target legendary creature to its owner's hand.           </p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Karakas</b> </div> <div>           Legendary Land         </div> <div> <p>             {T}: Add {W}.<br/>             {T}: Return target legendary creature to its owner's hand.           </p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                                                                                                          | <div> <div> <b>Lazotep Quarry</b> </div> <div>           Land -- Desert         </div> <div> <p>             {T}: Add {C}.<br/>             {T}, Sacrifice a creature: Add one mana of any color.<br/>             {X}{2}, {T}, Sacrifice a Desert: Exile target creature card with mana value X from your graveyard. Create a token that's a copy of it, except it's a 4/4 black Zombie. Activate only as a sorcery.           </p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                    |
| <div> <div> <b>Lazotep Quarry</b> </div> <div>           Land -- Desert         </div> <div> <p>             {T}: Add {C}.<br/>             {T}, Sacrifice a creature: Add one mana of any color.<br/>             {X}{2}, {T}, Sacrifice a Desert: Exile target creature card with mana value X from your graveyard. Create a token that's a copy of it, except it's a 4/4 black Zombie. Activate only as a sorcery.           </p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Mountain</b> </div> <div>           Basic Land -- Mountain         </div> <div> <p>             ({T}: Add {R}.)           </p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                  | <div> <div> <b>Ocelot Pride</b> <div>W</div> </div> <div>           Creature -- Cat         </div> <div> <p>             First strike, lifelink<br/>             Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br/>             At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.           </p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Ocelot Pride</b> <div>W</div> </div> <div>           Creature -- Cat         </div> <div> <p>             First strike, lifelink<br/>             Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br/>             At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.           </p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |

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| <div><div>Ocelot Pride</div><div>Ⓢ</div></div> <div>Creature -- Cat</div> <div>First strike, lifelink<br/>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br/>At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Ocelot Pride</div><div>Ⓢ</div></div> <div>Creature -- Cat</div> <div>First strike, lifelink<br/>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br/>At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Plains</div></div> <div>Basic Land -- Plains</div> <div>([T]): Add [W].)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                          | <div><div>Plateau</div></div> <div>Land -- Mountain Plains</div> <div>([T]): Add [R] or [W].)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                               |
| <div><div>Plateau</div></div> <div>Land -- Mountain Plains</div> <div>([T]): Add [R] or [W].)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                           | <div><div>Sand Scout</div><div>ⓈⓈ</div></div> <div>Creature -- Human Scout</div> <div>When this creature enters, if an opponent controls more lands than you, search your library for a Desert card, put it onto the battlefield tapped, then shuffle. Whenever one or more land cards are put into your graveyard from anywhere, create a 1/1 red, green, and white Sand Warrior creature token. This ability triggers only once each turn.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>             | <div><div>Sand Scout</div><div>ⓈⓈ</div></div> <div>Creature -- Human Scout</div> <div>When this creature enters, if an opponent controls more lands than you, search your library for a Desert card, put it onto the battlefield tapped, then shuffle. Whenever one or more land cards are put into your graveyard from anywhere, create a 1/1 red, green, and white Sand Warrior creature token. This ability triggers only once each turn.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sand Scout</div><div>ⓈⓈ</div></div> <div>Creature -- Human Scout</div> <div>When this creature enters, if an opponent controls more lands than you, search your library for a Desert card, put it onto the battlefield tapped, then shuffle. Whenever one or more land cards are put into your graveyard from anywhere, create a 1/1 red, green, and white Sand Warrior creature token. This ability triggers only once each turn.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Savannah</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div>Static Prison</div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Static Prison</div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sunbaked Canyon</div><div>Land</div><div>{T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Sunbaked Canyon</div><div>Land</div><div>{T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                          | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                          | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

W

Exile target creature. Its controller gains life equal to its power.

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① ② W

First strike  
Noncreature spells cost {1} more to  
cast.

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2/1

① W

First strike  
Noncreature spells cost {1} more to  
cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**2/1**

① ② W

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First strike
Noncreature spells cost {1} more to
cast.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/1

① W

First strike  
Noncreature spells cost {1} more to  
cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/1

① W

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/3

① W

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/3

① ② W

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.

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1/3

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| <b>Voice of Victory</b> <span>1</span> <span>W</span><br>Creature -- Human Bard<br>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Wasteland</b><br>Land<br>{T}: Add {C}.<br>{T}, Sacrifice this land: Destroy target nonbasic land.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                   | <b>Wasteland</b><br>Land<br>{T}: Add {C}.<br>{T}, Sacrifice this land: Destroy target nonbasic land.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                   | <b>Wasteland</b><br>Land<br>{T}: Add {C}.<br>{T}, Sacrifice this land: Destroy target nonbasic land.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                   |
| <b>Wasteland</b><br>Land<br>{T}: Add {C}.<br>{T}, Sacrifice this land: Destroy target nonbasic land.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                     | <b>Containment Priest</b> <span>1</span> <span>W</span><br>Creature -- Human Cleric<br>Flash<br>If a nontoken creature would enter and it wasn't cast, exile it instead.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Containment Priest</b> <span>1</span> <span>W</span><br>Creature -- Human Cleric<br>Flash<br>If a nontoken creature would enter and it wasn't cast, exile it instead.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Containment Priest</b> <span>1</span> <span>W</span><br>Creature -- Human Cleric<br>Flash<br>If a nontoken creature would enter and it wasn't cast, exile it instead.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <div>Disruptor Flute</div> <div>2</div> </div> <div>Artifact</div> <div>Flash<br/>As this artifact enters, choose a card name.<br/>Spells with the chosen name cost {3} more to cast.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Disruptor Flute</div> <div>2</div> </div> <div>Artifact</div> <div>Flash<br/>As this artifact enters, choose a card name.<br/>Spells with the chosen name cost {3} more to cast.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Gaddock Teeg</div> <div>GW</div> </div> <div>Legendary Creature -- Kithkin Advisor</div> <div>Noncreature spells with mana value 4 or greater can't be cast.<br/>Noncreature spells with {X} in their mana costs can't be cast.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                | <div> <div>Gaddock Teeg</div> <div>GW</div> </div> <div>Legendary Creature -- Kithkin Advisor</div> <div>Noncreature spells with mana value 4 or greater can't be cast.<br/>Noncreature spells with {X} in their mana costs can't be cast.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                |
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| <div> <b>Leyline of the Void</b> <span>2</span><span>B</span><span>B</span> </div> <div> <b>Enchantment</b> </div> <div> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.</p> <p>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> </div> <div> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Pyroblast</b> <span>R</span> </div> <div> <b>Instant</b> </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target spell if it's blue.</li> <li>* Destroy target permanent if it's blue.</li> </ul> </div> <div> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Pyroblast</b> <span>R</span> </div> <div> <b>Instant</b> </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target spell if it's blue.</li> <li>* Destroy target permanent if it's blue.</li> </ul> </div> <div> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Pyroblast</b> <span>R</span> </div> <div> <b>Instant</b> </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target spell if it's blue.</li> <li>* Destroy target permanent if it's blue.</li> </ul> </div> <div> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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