Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Callidus Assassin 4UB

Creature -- Human Shapeshifter Assassin

Flash
Polymorphine -- You may have this creature enter tapped as a copy of any creature on the battlefield, except it has "When this creature enters, destroy up to one other target creature with the same name as this creature."

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Callidus Assassin 4UB

Creature -- Human Shapeshifter Assassin

Flash
Polymorphine -- You may have this creature enter tapped as a copy of any creature on the battlefield, except it has "When this creature enters, destroy up to one other target creature with the same name as this creature."

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Callidus Assassin 4UB

Creature -- Human Shapeshifter Assassin

Flash
Polymorphine -- You may have this creature enter tapped as a copy of any creature on the battlefield, except it has "When this creature enters, destroy up to one other target creature with the same name as this creature."

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Callidus Assassin 4UB

Creature -- Human Shapeshifter Assassin

Flash
Polymorphine -- You may have this creature enter tapped as a copy of any creature on the battlefield, except it has "When this creature enters, destroy up to one other target creature with the same name as this creature."

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ADK7 - Legacy (Charlotte Legacy League Season 4 Week 2) 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.

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.

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.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chameleon, Master of Disguise (3)(U)

Legendary Creature -- Human Shapeshifter Villain

You may have Chameleon enter as a copy of a creature you control, except his name is Chameleon, Master of Disguise.
Mayhem {2}{U} (You may cast this card from your graveyard for {2}{U} if you discarded it this turn. Timing rules still apply.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chameleon, Master of Disguise (3)(U)

Legendary Creature -- Human Shapeshifter Villain

You may have Chameleon enter as a copy of a creature you control, except his name is Chameleon, Master of Disguise.
Mayhem {2}{U} (You may cast this card from your graveyard for {2}{U} if you discarded it this turn. Timing rules still apply.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chameleon, Master of Disguise (3)(U)

Legendary Creature -- Human Shapeshifter Villain

You may have Chameleon enter as a copy of a creature you control, except his name is Chameleon, Master of Disguise.
Mayhem {2}{U} (You may cast this card from your graveyard for {2}{U} if you discarded it this turn. Timing rules still apply.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chameleon, Master of Disguise (3)(U)

Legendary Creature -- Human Shapeshifter Villain

You may have Chameleon enter as a copy of a creature you control, except his name is Chameleon, Master of Disguise.
Mayhem {2}{U} (You may cast this card from your graveyard for {2}{U} if you discarded it this turn. Timing rules still apply.)

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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

City of Traitors

Land

When you play another land, sacrifice this land.
{T}: Add {C}{C}.

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

City of Traitors

Land

When you play another land, sacrifice this land.
{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ADK7 - Legacy (Charlotte Legacy League Season 4 Week 2) 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.

Crystal Vein

Land

{T}: Add {C}.
{T}, Sacrifice this land: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crystal Vein

Land

{T}: Add {C}.
{T}, Sacrifice this land: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crystal Vein

Land

{T}: Add {C}.
{T}, Sacrifice this land: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crystal Vein

Land

{T}: Add {C}.
{T}, Sacrifice this land: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dread Return (2)(B)(B)

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

Evil Twin (2)(U)(B)

Creature -- Shapeshifter

You may have this creature enter as a copy of any creature on the battlefield, except it has "{U}{B}, {T}: Destroy target creature with the same name as this creature."

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evil Twin (2)(U)(B)

Creature -- Shapeshifter

You may have this creature enter as a copy of any creature on the battlefield, except it has "{U}{B}, {T}: Destroy target creature with the same name as this creature."

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evil Twin (2)(U)(B)

Creature -- Shapeshifter

You may have this creature enter as a copy of any creature on the battlefield, except it has "{U}{B}, {T}: Destroy target creature with the same name as this creature."

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ADK7 - Legacy (Charlotte Legacy League Season 4 Week 2) sheet 4/10 - 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.

Evil Twin {2}{U}{B}

Creature -- Shapeshifter

You may have this creature enter as a copy of any creature on the battlefield, except it has "{U}{B}, {T}: Destroy target creature with the same name as this creature."

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grim Monolith {2}

Artifact

This artifact doesn't untap during your untap step.
{T}: Add {C}{C}{C}.
{4}: Untap this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grim Monolith {2}

Artifact

This artifact doesn't untap during your untap step.
{T}: Add {C}{C}{C}.
{4}: Untap this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grim Monolith {2}

Artifact

This artifact doesn't untap during your untap step.
{T}: Add {C}{C}{C}.
{4}: Untap this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grim Monolith {2}

Artifact

This artifact doesn't untap during your untap step.
{T}: Add {C}{C}{C}.
{4}: Untap this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gyruda, Doom of Depths {4}{U/B}{U/B}

Legendary Creature -- Demon Kraken

Companion -- Your starting deck contains only cards with even mana values. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)
When Gyruda enters, each player mills four cards. Put a creature card with an even mana value from among the milled cards onto the battlefield under your control.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gyruda, Doom of Depths {4}{U/B}{U/B}

Legendary Creature -- Demon Kraken

Companion -- Your starting deck contains only cards with even mana values. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)
When Gyruda enters, each player mills four cards. Put a creature card with an even mana value from among the milled cards onto the battlefield under your control.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gyruda, Doom of Depths {4}{U/B}{U/B}

Legendary Creature -- Demon Kraken

Companion -- Your starting deck contains only cards with even mana values. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)
When Gyruda enters, each player mills four cards. Put a creature card with an even mana value from among the milled cards onto the battlefield under your control.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ADK7 - Legacy (Charlotte Legacy League Season 4 Week 2) 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.

Lion's Eye Diamond 0

Artifact

Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lion's Eye Diamond 0

Artifact

Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lion's Eye Diamond 0

Artifact

Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lion's Eye Diamond 0

Artifact

Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal 0

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal 0

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal 0

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal 0

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ADK7 - Legacy (Charlotte Legacy League Season 4 Week 2) sheet 6/10 - 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.

Progenitor Mimic (4)(G)(U)

Creature -- Shapeshifter

You may have this creature enter as a copy of any creature on the battlefield, except it has "At the beginning of your upkeep, if this creature isn't a token, create a token that's a copy of this creature."

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Progenitor Mimic (4)(G)(U)

Creature -- Shapeshifter

You may have this creature enter as a copy of any creature on the battlefield, except it has "At the beginning of your upkeep, if this creature isn't a token, create a token that's a copy of this creature."

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Progenitor Mimic (4)(G)(U)

Creature -- Shapeshifter

You may have this creature enter as a copy of any creature on the battlefield, except it has "At the beginning of your upkeep, if this creature isn't a token, create a token that's a copy of this creature."

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Progenitor Mimic (4)(G)(U)

Creature -- Shapeshifter

You may have this creature enter as a copy of any creature on the battlefield, except it has "At the beginning of your upkeep, if this creature isn't a token, create a token that's a copy of this creature."

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sakashima of a Thousand Faces (3)(U)

Legendary Creature -- Human Rogue

You may have Sakashima enter as a copy of another creature you control, except it has Sakashima's other abilities.
The "legend rule" doesn't apply to permanents you control.
Partner (You can have two commanders if both have partner.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sakashima of a Thousand Faces (3)(U)

Legendary Creature -- Human Rogue

You may have Sakashima enter as a copy of another creature you control, except it has Sakashima's other abilities.
The "legend rule" doesn't apply to permanents you control.
Partner (You can have two commanders if both have partner.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sakashima of a Thousand Faces (3)(U)

Legendary Creature -- Human Rogue

You may have Sakashima enter as a copy of another creature you control, except it has Sakashima's other abilities.
The "legend rule" doesn't apply to permanents you control.
Partner (You can have two commanders if both have partner.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sakashima of a Thousand Faces (3)(U)

Legendary Creature -- Human Rogue

You may have Sakashima enter as a copy of another creature you control, except it has Sakashima's other abilities.
The "legend rule" doesn't apply to permanents you control.
Partner (You can have two commanders if both have partner.)

3/1

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.

Thassa's Oracle {U}{U}

Creature -- Merfolk Wizard

When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waxen Shapethief {3}{U}

Creature -- Shapeshifter

Flash
You may have this creature enter as a copy of an artifact or creature you control.
Cycling {2} ({2}, Discard this card: Draw a card.)

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waxen Shapethief {3}{U}

Creature -- Shapeshifter

Flash
You may have this creature enter as a copy of an artifact or creature you control.
Cycling {2} ({2}, Discard this card: Draw a card.)

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waxen Shapethief {3}{U}

Creature -- Shapeshifter

Flash
You may have this creature enter as a copy of an artifact or creature you control.
Cycling {2} ({2}, Discard this card: Draw a card.)

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waxen Shapethief {3}{U}

Creature -- Shapeshifter

Flash
You may have this creature enter as a copy of an artifact or creature you control.
Cycling {2} ({2}, Discard this card: Draw a card.)

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gyruda, Doom of Depths {4}{U/B}{U/B}

Legendary Creature -- Demon Kraken

Companion -- Your starting deck contains only cards with even mana values. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)
When Gyruda enters, each player mills four cards. Put a creature card with an even mana value from among the milled cards onto the battlefield under your control.

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hurkyl's Recall {1}{U}

Instant

Return all artifacts target player owns to their hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hurkyl's Recall {1}{U}

Instant

Return all artifacts target player owns to their hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ADK7 - Legacy (Charlotte Legacy League Season 4 Week 2) 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.

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

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

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

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

Sickening Shoal (X)(B)(B)

Instant -- Arcane

You may exile a black card with mana value X from your hand rather than pay this spell's mana cost.
Target creature gets -X/-X until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sickening Shoal (X)(B)(B)

Instant -- Arcane

You may exile a black card with mana value X from your hand rather than pay this spell's mana cost.
Target creature gets -X/-X until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sickening Shoal (X)(B)(B)

Instant -- Arcane

You may exile a black card with mana value X from your hand rather than pay this spell's mana cost.
Target creature gets -X/-X until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sickening Shoal (X)(B)(B)

Instant -- Arcane

You may exile a black card with mana value X from your hand rather than pay this spell's mana cost.
Target creature gets -X/-X until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ADK7 - Legacy (Charlotte Legacy League Season 4 Week 2) sheet 9/10 - 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.

Unmask 3B

Sorcery

You may exile a black card from your hand rather than pay this spell's mana cost.
Target player reveals their hand. You choose a nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unmask 3B

Sorcery

You may exile a black card from your hand rather than pay this spell's mana cost.
Target player reveals their hand. You choose a nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unmask 3B

Sorcery

You may exile a black card from your hand rather than pay this spell's mana cost.
Target player reveals their hand. You choose a nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unmask 3B

Sorcery

You may exile a black card from your hand rather than pay this spell's mana cost.
Target player reveals their hand. You choose a nonland card from it. That player discards that card.

[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.