Ancient Tomb

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Atraxa, Grand Unifier (3)(G)(W)(U)(B)

Legendary Creature -- Phyrexian Angel

Flying, vigilance, deathtouch, lifelink
When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brainstorm (U)

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Althayos - Sneak and Show (Legacy Challenge 32) 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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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

Daze (1)(U)

Instant

You may return an Island you control to its owner's hand rather than pay this spell's mana cost.
Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daze (1)(U)

Instant

You may return an Island you control to its owner's hand rather than pay this spell's mana cost.
Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emrakul, the Aeons Torn (15)

Legendary Creature -- Eldrazi

This spell can't be countered.
When you cast this spell, take an extra turn after this one.
Flying, protection from spells that are one or more colors, annihilator 6
When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.

15/15

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Althayos - Sneak and Show (Legacy Challenge 32) 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.

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When you cast this spell, take an extra turn after this one.
Flying, protection from spells that are one or more colors, annihilator 6
When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.

15/15

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flusterstorm (U)

Instant

Counter target instant or sorcery spell unless its controller pays {1}.
Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Will (3)(U)(U)

Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Will (3)(U)(U)

Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Will (3)(U)(U)

Instant

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Counter target spell.

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Force of Will (3)(U)(U)

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Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Koma, World-Eater {3}{G}{G}{U}{U}

Legendary Creature -- Serpent

This spell can't be countered.
Trample, ward {4}
Whenever Koma deals combat damage to a player, create four 3/3 blue Serpent creature tokens named Koma's Coil.

8/12

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

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Artifact

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Lotus Petal {0}

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Misty Rainforest

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Althayos - Sneak and Show (Legacy Challenge 32) 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.

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ponder (U)

Sorcery

Look at the top three cards of your library, then put them back in any order. You may shuffle.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Look at the top three cards of your library, then put them back in any order. You may shuffle.
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Draw a card.

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Ponder (U)

Sorcery

Look at the top three cards of your library, then put them back in any order. You may shuffle.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scalding Tarn

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scalding Tarn

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Althayos - Sneak and Show (Legacy Challenge 32) 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.

Scalding Tarn

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scalding Tarn

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Show and Tell (2)(U)

Sorcery

Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.

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Sorcery

Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simian Spirit Guide (2)(R)

Creature -- Ape Spirit

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sink into Stupor (1)(U)(U)

Instant

Return target spell or nonland permanent an opponent controls to its owner's hand.

- - - BACK FACE - - -

Soporific Springs

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Althayos - Sneak and Show (Legacy Challenge 32) 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.

Sneak Attack (3)(R)

Enchantment

{R}: You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice the creature at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sneak Attack (3)(R)

Enchantment

{R}: You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice the creature at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sneak Attack (3)(R)

Enchantment

{R}: You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice the creature at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sneak Attack (3)(R)

Enchantment

{R}: You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice the creature at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stock Up (2)(U)

Sorcery

Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

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Playtest cards - Althayos - Sneak and Show (Legacy Challenge 32) sheet 7/10 - 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.

Thundering Falls

Land -- Island Mountain

({T}: Add {U} or {R}.)
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thundering Falls

Land -- Island Mountain

({T}: Add {U} or {R}.)
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Volcanic Island

Land -- Island Mountain

({T}: Add {U} or {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Volcanic Island

Land -- Island Mountain

({T}: Add {U} or {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abrade {1}{R}

Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brotherhood's End {1}{R}{R}

Sorcery

Choose one --
* Brotherhood's End deals 3 damage to each creature and each planeswalker.
* Destroy all artifacts with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consign to Memory {U}

Instant

Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)
Counter target triggered ability or colorless spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consign to Memory {U}

Instant

Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)
Counter target triggered ability or colorless spell.

[sideboard]

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Hexing Squelcher {1}{R}

Creature -- Goblin Sorcerer

This spell can't be countered.
Ward--Pay 2 life.
Spells you control can't be countered.
Other creatures you control have "Ward--Pay 2 life."

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

2/2

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Spells you control can't be countered.
Other creatures you control have "Ward--Pay 2 life."

[sideboard]

2/2

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.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magus of the Moon {2}{R}

Creature -- Human Wizard

Nonbasic lands are Mountains.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Althayos - Sneak and Show (Legacy Challenge 32) 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.

Magus of the Moon (2)(R)

Creature -- Human Wizard

Nonbasic lands are Mountains.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast (R)

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroclasm (1)(R)

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Althayos - Sneak and Show (Legacy Challenge 32) sheet 10/10 - 3 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.