

Bayou Land -- Swamp Forest {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bayou Land -- Swamp Forest {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Children of Korlis W Creature -- Human Rebel Cleric Sacrifice this creature: You gain life equal to the life you've lost this turn. (Damage causes loss of life.) 1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collective Brutality 1B Sorcery Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. * Target creature gets -2/-2 until end of turn. * Target opponent loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dark Depths Legendary Snow Land Dark Depths enters with ten ice counters on it. {3}: Remove an ice counter from Dark Depths. When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Depths Legendary Snow Land Dark Depths enters with ten ice counters on it. {3}: Remove an ice counter from Dark Depths. When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Depths Legendary Snow Land Dark Depths enters with ten ice counters on it. {3}: Remove an ice counter from Dark Depths. When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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	Scrubland Land -- Plains Swamp ({T}: Add {W} or {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shallow Grave Instant Return the top creature card of your graveyard to the battlefield. That creature gains haste until end of turn. Exile it at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shallow Grave Instant Return the top creature card of your graveyard to the battlefield. That creature gains haste until end of turn. Exile it at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shallow Grave 1 B Instant Return the top creature card of your graveyard to the battlefield. That creature gains haste until end of turn. Exile it at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shallow Grave 1 B Instant Return the top creature card of your graveyard to the battlefield. That creature gains haste until end of turn. Exile it at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thespian's Stage Land {T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thespian's Stage Land {T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thespian's Stage Land {T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Unmask (3)(B) 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vampire Hexmage (B)(B) Creature -- Vampire Shaman First strike Sacrifice this creature: Remove all counters from target permanent. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vampire Hexmage (B)(B) Creature -- Vampire Shaman First strike Sacrifice this creature: Remove all counters from target permanent. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Children of Korlis (W) Creature -- Human Rebel Cleric Sacrifice this creature: You gain life equal to the life you've lost this turn. (Damage causes loss of life.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dark Depths Legendary Snow Land Dark Depths enters with ten ice counters on it. {3}: Remove an ice counter from Dark Depths. When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grave Titan (4)(B)(B) Creature -- Giant Deathtouch Whenever this creature enters or attacks, create two 2/2 black Zombie creature tokens. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Griselbrand (4)(B)(B)(B)(B) Legendary Creature -- Demon Flying, lifelink Pay 7 life: Draw seven cards. [sideboard] 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - jjkbb2005 - Legacy (Legacy League)

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.

sheet 8/10 - 8 cards - 2.5 x 3.5 in each

Karakas Legendary Land {T}: Add {W}. {T}: Return target legendary creature to its owner's hand. [sideboard]	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. [sideboard]	Loyal Retainers (2)(W) Creature -- Human Advisor Sacrifice this creature: Return target legendary creature card from your graveyard to the battlefield. Activate only during your turn, before attackers are declared. [sideboard]	Necrotic Ooze (2)(B)(B) Creature -- Ooze As long as this creature is on the battlefield, it has all activated abilities of all creature cards in all graveyards. [sideboard]
Pithing Needle (1) Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard]	Plague Engineer (2)(B) Creature -- Phyrexian Carrier Deathtouch As this creature enters, choose a creature type. Creatures of the chosen type your opponents control get -1/-1. [sideboard]	Reclamation Sage (2)(G) Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. [sideboard]	Return to Nature (1)(G) Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile target card from a graveyard. [sideboard]
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Serenity 1 W Enchantment At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thespian's Stage Land {T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vampire Hexmage B B Creature -- Vampire Shaman First strike Sacrifice this creature: Remove all counters from target permanent. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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