

① ⑧

Enchant creature card in a graveyard
When this Aura enters, if it's on
the battlefield, it loses "enchant
creature card in a graveyard" and
gains "enchant creature put onto the
battlefield with this Aura." Return
enchanted creature card to the
battlefield under your control and
attach this Aura to it. When this
Aura leaves the battlefield, that
creature's controller sacrifices it.
Enchanted creature gets -1/-0.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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6 B B

Flying
Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.

6/6

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3 G W U B

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

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<div><div><div>Atraxa, Grand Unifier</div><div><div>3</div><div>G</div><div>W</div><div>U</div><div>B</div></div></div><div>Legendary Creature -- Phyrexian Angel</div><div>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.)</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Badlands</div></div><div>Land -- Swamp Mountain</div><div>({T}: Add {B} or {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Badlands</div></div><div>Land -- Swamp Mountain</div><div>({T}: Add {B} or {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Badlands</div></div><div>Land -- Swamp Mountain</div><div>({T}: Add {B} or {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Bloodstained Mire</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Bloodstained Mire</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Dark Ritual</div><div>B</div></div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Dark Ritual</div><div>B</div></div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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① B

Each player puts a creature card from their graveyard onto the battlefield.

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®

Draw two cards, then discard two cards.

Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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2 B B

Menace
When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Evoke--Exile a black card from your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②BB

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

Grief (2)(B)(B) Creature -- Elemental Incarnation Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand. 3/2 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. 7/7 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. 7/7 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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Playtest cards - snoopy-magic - Legacy (Legacy Challenge 32)

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

Marsh Flats

Land

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

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reanimate

(B)

Sorcery

Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.

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Shallow Grave

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Ⓐ Ⓑ

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

<div><div><div>Sire of Insanity</div><div>4BR</div></div><div><div>Creature -- Demon</div><div>At the beginning of each end step, each player discards their hand.</div></div><div><div>6/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Thoughtseize</div><div>B</div></div><div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
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<div> <div>Dauthi Voidwalker</div> <div> <div>B</div> <div>B</div> </div> </div> <div>Creature -- Dauthi Rogue</div> <div> <p>Shadow (This creature can block or be blocked by only creatures with shadow.)</p> <p>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.</p> <p>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Dauthi Voidwalker</div> <div> <div>B</div> <div>B</div> </div> </div> <div>Creature -- Dauthi Rogue</div> <div> <p>Shadow (This creature can block or be blocked by only creatures with shadow.)</p> <p>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.</p> <p>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Dauthi Voidwalker</div> <div> <div>B</div> <div>B</div> </div> </div> <div>Creature -- Dauthi Rogue</div> <div> <p>Shadow (This creature can block or be blocked by only creatures with shadow.)</p> <p>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.</p> <p>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Dismember</div> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Target creature gets -5/-5 until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Playtest cards - snoopy-magic - Legacy (Legacy Challenge 32)

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

① BP BP

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Target creature gets -5/-5 until end
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Flying
Discard this card: Exile up to two
target cards from graveyards.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Flying
Discard this card: Exile up to two
target cards from graveyards.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Destroy target artifact.
Dredge 1 (If you would draw a card, you may mill a card instead. If you do, return this card from your graveyard to your hand.)

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2 B B

Deathtouch
Whenever you draw a card, you gain 2 life.
Whenever an opponent draws a card, they lose 2 life.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑤

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

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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.

<div><div>ⓂⓈ</div><div>Show and Tell</div><div>Sorcery</div><div>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>	<div><div>ⓂⓈ</div><div>Show and Tell</div><div>Sorcery</div><div>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>	<div><div>ⓂⓈ</div><div>Show and Tell</div><div>Sorcery</div><div>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>	
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