

1 B

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
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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.

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Archon of Cruelty (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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Atraxa, Grand Unifier (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><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><div>7/7</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Badlands</div><div>Land -- Swamp Mountain</div><div>($\{T\}$: Add $\{B\}$ or $\{R\}$.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Badlands</div><div>Land -- Swamp Mountain</div><div>($\{T\}$: Add $\{B\}$ or $\{R\}$.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Badlands</div><div>Land -- Swamp Mountain</div><div>($\{T\}$: Add $\{B\}$ or $\{R\}$.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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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)

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;

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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.

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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.

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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

① ② 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.

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<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>Faerie Macabre</div> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying</p> <p>Discard this card: Exile up to two target cards from graveyards.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

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

Faerie Macabre (1)(B)(B) Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harvester of Misery (3)(B)(B) Creature -- Spirit Menace When this creature enters, other creatures get -2/-2 until end of turn. {1}{B}, Discard this card: Target creature gets -2/-2 until end of turn. [sideboard] <div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harvester of Misery (3)(B)(B) Creature -- Spirit Menace When this creature enters, other creatures get -2/-2 until end of turn. {1}{B}, Discard this card: Target creature gets -2/-2 until end of turn. [sideboard] <div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magus of the Moon (2)(R) Creature -- Human Wizard Nonbasic lands are Mountains. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Magus of the Moon (2)(R) Creature -- Human Wizard Nonbasic lands are Mountains. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shenanigans (1)(R) Sorcery 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.) [sideboard] <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheoldred, the Apocalypse (2)(B)(B) Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. [sideboard] <div>4/5</div> 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. [sideboard] <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev</div></div>	
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