

<div> <div> Animate Dead <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Animate Dead <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Animate Dead <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Animate Dead <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>
<div> <div> Archon of Cruelty <div> <div>6</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Archon</div> <div> <p>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.</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Archon of Cruelty <div> <div>6</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Archon</div> <div> <p>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.</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Atraxa, Grand Unifier <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> <p>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.)</p> </div> <div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Dark Ritual <div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Add {B}{B}{B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>

Playtest cards - Roodslay - 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; 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 1/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Dark Ritual</div><div><div>B</div></div></div> <div><div>Instant</div><div>Add {B}{B}{B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Dark Ritual</div><div><div>B</div></div></div> <div><div>Instant</div><div>Add {B}{B}{B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Dark Ritual</div><div><div>B</div></div></div> <div><div>Instant</div><div>Add {B}{B}{B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Entomb</div><div><div>B</div></div></div> <div><div>Instant</div><div>Search your library for a card, put that card into your graveyard, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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Griselbrand (4)(B)(B)(B)(B) Legendary Creature -- Demon Flying, lifelink Pay 7 life: Draw seven cards. <div>7/7</div> 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. <div>7/7</div> 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
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Troll of Khazad-dûm (5)(B) <hr/> Creature -- Troll <hr/> <p>This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)</p> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Troll of Khazad-dûm (5)(B) <hr/> Creature -- Troll <hr/> <p>This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)</p> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Troll of Khazad-dûm (5)(B) <hr/> Creature -- Troll <hr/> <p>This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)</p> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Troll of Khazad-dûm (5)(B) <hr/> Creature -- Troll <hr/> <p>This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)</p> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Unmask (3)(B) <hr/> Sorcery <hr/> <p>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.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Unmask (3)(B) <hr/> Sorcery <hr/> <p>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.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Unmask (3)(B) <hr/> Sorcery <hr/> <p>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.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Unmask (3)(B) <hr/> Sorcery <hr/> <p>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.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div><div>Urborg, Tomb of Yawgmoth</div><div>Legendary Land</div><div>Each land is a Swamp in addition to its other land types.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Urborg, Tomb of Yawgmoth</div><div>Legendary Land</div><div>Each land is a Swamp in addition to its other land types.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Urborg, Tomb of Yawgmoth</div><div>Legendary Land</div><div>Each land is a Swamp in addition to its other land types.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Urborg, Tomb of Yawgmoth</div><div>Legendary Land</div><div>Each land is a Swamp in addition to its other land types.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Dark Depths</div><div>Legendary Snow Land</div><div>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.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Dark Depths</div><div>Legendary Snow Land</div><div>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.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Dark Depths</div><div>Legendary Snow Land</div><div>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.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Dark Depths</div><div>Legendary Snow Land</div><div>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.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Mutated Cultist (2)(B) Creature -- Eldrazi Horror Devoid (This card has no color.) When you cast this spell, remove all counters from up to one target permanent or opponent. The next spell you cast this turn costs {1} less to cast for each counter removed this way. Deathtouch [sideboard] <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mutated Cultist (2)(B) Creature -- Eldrazi Horror Devoid (This card has no color.) When you cast this spell, remove all counters from up to one target permanent or opponent. The next spell you cast this turn costs {1} less to cast for each counter removed this way. Deathtouch [sideboard] <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mutated Cultist (2)(B) Creature -- Eldrazi Horror Devoid (This card has no color.) When you cast this spell, remove all counters from up to one target permanent or opponent. The next spell you cast this turn costs {1} less to cast for each counter removed this way. Deathtouch [sideboard] <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mutated Cultist (2)(B) Creature -- Eldrazi Horror Devoid (This card has no color.) When you cast this spell, remove all counters from up to one target permanent or opponent. The next spell you cast this turn costs {1} less to cast for each counter removed this way. Deathtouch [sideboard] <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spoils of the Vault (B) Instant Choose a card name. Reveal cards from the top of your library until you reveal a card with that name, then put that card into your hand. Exile all other cards revealed this way, and you lose 1 life for each of the exiled cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spoils of the Vault (B) Instant Choose a card name. Reveal cards from the top of your library until you reveal a card with that name, then put that card into your hand. Exile all other cards revealed this way, and you lose 1 life for each of the exiled cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spoils of the Vault (B) Instant Choose a card name. Reveal cards from the top of your library until you reveal a card with that name, then put that card into your hand. Exile all other cards revealed this way, and you lose 1 life for each of the exiled cards. [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] <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Vampire Hexmage<div><div>B</div><div>B</div></div></div><div><div>Creature -- Vampire Shaman</div><div>First strike Sacrifice this creature: Remove all counters from target permanent.</div><div>[sideboard]</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Vampire Hexmage<div><div>B</div><div>B</div></div></div><div><div>Creature -- Vampire Shaman</div><div>First strike Sacrifice this creature: Remove all counters from target permanent.</div><div>[sideboard]</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Vampire Hexmage<div><div>B</div><div>B</div></div></div><div><div>Creature -- Vampire Shaman</div><div>First strike Sacrifice this creature: Remove all counters from target permanent.</div><div>[sideboard]</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	
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