

<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Basalt Monolith3</div><div>Artifact</div><div>This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {3}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Basalt Monolith3</div><div>Artifact</div><div>This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {3}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Basalt Monolith3</div><div>Artifact</div><div>This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {3}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land. {T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

City of Traitors <hr/> Land <hr/> When you play another land, sacrifice this land. {T}: Add {C}{C}.	City of Traitors <hr/> Land <hr/> When you play another land, sacrifice this land. {T}: Add {C}{C}.	City of Traitors <hr/> Land <hr/> When you play another land, sacrifice this land. {T}: Add {C}{C}.	Emrakul, the Aeons Torn 15 <hr/> Legendary Creature -- Eldrazi <hr/> 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. <div>15/15</div>
Grim Monolith 2 <hr/> Artifact <hr/> This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact.	Grim Monolith 2 <hr/> Artifact <hr/> This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact.	Grim Monolith 2 <hr/> Artifact <hr/> This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact.	Grim Monolith 2 <hr/> Artifact <hr/> This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact.
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<div><div>Lotus Petal</div><div>Artifact</div><div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Lotus Petal</div><div>Artifact</div><div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Manifold Key</div><div>Artifact</div><div><div>{1}, {T}: Untap another target artifact.</div><div>{3}, {T}: Target creature can't be blocked this turn.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Manifold Key</div><div>Artifact</div><div><div>{1}, {T}: Untap another target artifact.</div><div>{3}, {T}: Target creature can't be blocked this turn.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div> <div>Paradox Engine</div> <div>5</div> </div> <div> <div>Legendary Artifact</div> <div> Whenever you cast a spell, untap all nonland permanents you control. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>The One Ring</div> <div>4</div> </div> <div> <div>Legendary Artifact</div> <div> Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>The One Ring</div> <div>4</div> </div> <div> <div>Legendary Artifact</div> <div> Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>The One Ring</div> <div>4</div> </div> <div> <div>Legendary Artifact</div> <div> Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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Playtest cards - markdm - 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 6/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Workshop</div><div>Land -- Urza's</div><div>{T}: Add {C}. Metalcraft -- {T}: Add {C} for each Urza's land you control. Activate only if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Workshop</div><div>Land -- Urza's</div><div>{T}: Add {C}. Metalcraft -- {T}: Add {C} for each Urza's land you control. Activate only if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Workshop</div><div>Land -- Urza's</div><div>{T}: Add {C}. Metalcraft -- {T}: Add {C} for each Urza's land you control. Activate only if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Voltaic Key</div><div>Artifact</div><div>{1}, {T}: Untap target artifact.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Voltaic Key</div><div>Artifact</div><div>{1}, {T}: Untap target artifact.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Voltaic Key</div><div>Artifact</div><div>{1}, {T}: Untap target artifact.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Voltaic Key</div><div>Artifact</div><div>{1}, {T}: Untap target artifact.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Argentum Masticore</div><div>Artifact Creature -- Phyrexian Masticore</div><div>First strike, protection from multicolored At the beginning of your upkeep, sacrifice this creature unless you discard a card. When you discard a card this way, destroy target nonland permanent an opponent controls with mana value less than or equal to the mana value of the discarded card.</div><div>[sideboard]</div><div>5/5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Argentum Masticore</div><div>Artifact Creature -- Phyrexian Masticore</div><div>First strike, protection from multicolored At the beginning of your upkeep, sacrifice this creature unless you discard a card. When you discard a card this way, destroy target nonland permanent an opponent controls with mana value less than or equal to the mana value of the discarded card.</div><div>[sideboard]</div><div>5/5</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Dismember</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Dismember</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

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<div> <div> Mycosynth Lattice 6 </div> <div> Artifact </div> <div> All permanents are artifacts in addition to their other types. All cards that aren't on the battlefield, spells, and permanents are colorless. Players may spend mana as though it were mana of any color. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Pithing Needle 1 </div> <div> Artifact </div> <div> 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. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Walking Ballista X X </div> <div> Artifact Creature -- Construct </div> <div> This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. </div> <div> [sideboard] </div> <div> <div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	