

<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> 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> Brainstorm <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Draw three cards, then put two cards from your hand on top of your library in any order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Brainstorm <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Draw three cards, then put two cards from your hand on top of your library in any order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>

Playtest cards - Naisirc - 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><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Brazen Borrower</div><div>Creature -- Faerie Rogue</div><div>Flash Flying This creature can block only creatures with flying.</div><div>3/1</div><div>ADVENTURE</div><div>Petty Theft</div><div>Instant -- Adventure</div><div>Return target nonland permanent an opponent controls to its owner's hand.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Daze</div><div>Instant</div><div>You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div> <div>Force of Will</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Grief</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div> <div>Menace</div> <p>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.</p> </div> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Grief</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div> <div>Menace</div> <p>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.</p> </div> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Grief</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div> <div>Menace</div> <p>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.</p> </div> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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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

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

U

Sorcery

Look at the top three cards of your library, then put them back in any order. You may shuffle.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Look at the top three cards of your library, then put them back in any order. You may shuffle.
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Look at the top three cards of your library, then put them back in any order. You may shuffle.
Draw a card.

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UB

Creature -- Frog

Whenever this creature deals combat damage to a player or planeswalker, draw a card.
Discard a card: Put a +1/+1 counter on this creature.
Exile three cards from your graveyard: This creature gains flying until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Creature -- Frog

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Discard a card: Put a +1/+1 counter on this creature.
Exile three cards from your graveyard: This creature gains flying until end of turn.

1/2

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Psychic Frog (U)(B) Creature -- Frog Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Psychic Frog (U)(B) Creature -- Frog Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn. <div>1/2</div> 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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<div><div><div>Troll of Khazad-dûm</div><div>5B</div></div><div>Creature -- Troll</div><div><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><div><div>6/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Troll of Khazad-dûm</div><div>5B</div></div><div>Creature -- Troll</div><div><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><div><div>6/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Troll of Khazad-dûm</div><div>5B</div></div><div>Creature -- Troll</div><div><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><div><div>6/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Undercity Sewers</div></div><div>Land -- Island Swamp</div><div><p>{T}: Add {U} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p></div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Underground Sea</div></div><div>Land -- Island Swamp</div><div><p>{T}: Add {U} or {B}.)</p></div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Underground Sea</div></div><div>Land -- Island Swamp</div><div><p>{T}: Add {U} or {B}.)</p></div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Underground Sea</div></div><div>Land -- Island Swamp</div><div><p>{T}: Add {U} or {B}.)</p></div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Underground Sea</div></div><div>Land -- Island Swamp</div><div><p>{T}: Add {U} or {B}.)</p></div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Brazen Borrower1UU</div><div>Creature -- Faerie Rogue</div><div>Flash Flying This creature can block only creatures with flying.</div><div>[sideboard]</div><div>3/1</div><div>-----ADVENTURE-----</div><div>Petty Theft1U</div><div>Instant -- Adventure</div><div>Return target nonland permanent an opponent controls to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Brazen Borrower1UU</div><div>Creature -- Faerie Rogue</div><div>Flash Flying This creature can block only creatures with flying.</div><div>[sideboard]</div><div>3/1</div><div>-----ADVENTURE-----</div><div>Petty Theft1U</div><div>Instant -- Adventure</div><div>Return target nonland permanent an opponent controls to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Brazen Borrower1UU</div><div>Creature -- Faerie Rogue</div><div>Flash Flying This creature can block only creatures with flying.</div><div>[sideboard]</div><div>3/1</div><div>-----ADVENTURE-----</div><div>Petty Theft1U</div><div>Instant -- Adventure</div><div>Return target nonland permanent an opponent controls to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Dauthi VoidwalkerBB</div><div>Creature -- Dauthi Rogue</div><div>Shadow (This creature can block or be blocked by only creatures with shadow.) If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it. {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.</div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> Dauthi Voidwalker (B)(B) </div> <div> Creature -- Dauthi Rogue </div> <div> Shadow (This creature can block or be blocked by only creatures with shadow.) If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it. {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. </div> <div> [sideboard] </div> <div> <div>3/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Dauthi Voidwalker (B)(B) </div> <div> Creature -- Dauthi Rogue </div> <div> Shadow (This creature can block or be blocked by only creatures with shadow.) If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it. {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. </div> <div> [sideboard] </div> <div> <div>3/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Dauthi Voidwalker (B)(B) </div> <div> Creature -- Dauthi Rogue </div> <div> Shadow (This creature can block or be blocked by only creatures with shadow.) If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it. {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. </div> <div> [sideboard] </div> <div> <div>3/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Echoing Truth (1)(U) </div> <div> Instant </div> <div> Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands. </div> <div> [sideboard] </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> Fatal Push (B) </div> <div> Instant </div> <div> Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. </div> <div> [sideboard] </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Fatal Push (B) </div> <div> Instant </div> <div> Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. </div> <div> [sideboard] </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Force of Negation (1)(U)(U) </div> <div> Instant </div> <div> If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. </div> <div> [sideboard] </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Force of Negation (1)(U)(U) </div> <div> Instant </div> <div> If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. </div> <div> [sideboard] </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

<div> <div>Force of Negation</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Orcish Bowmasters</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Creature -- Orc Archer</div> <div> <p>Flash</p> <p>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</p> </div> <div>[sideboard]</div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Orcish Bowmasters</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Creature -- Orc Archer</div> <div> <p>Flash</p> <p>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</p> </div> <div>[sideboard]</div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	

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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 10/10 - 3 cards - 2.5 x 3.5 in each