## Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Basalt Monolith (3)

Artifact

This artifact doesn't untap during your untap step.
{T}: Add {C}{C}{C}.
{3}: Untap this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**Playtest cards - Z4YN - Legacy (Legacy Challenge 32)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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## City of Traitors

Land

When you play another land, sacrifice this land.
{T}: Add {C}{C}.

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Land

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Land

When you play another land, sacrifice this land.
{T}: Add {C}{C}.

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## Defense Grid (2)

Artifact

Each spell costs {3} more to cast except during its controller's turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Artifact

Each spell costs {3} more to cast except during its controller's turn.

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## Glaring Fleshraker (2)(C)

Creature -- Eldrazi Drone

Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."
Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Z4YN - Legacy (Legacy Challenge 32)** sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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.

## Glaring Fleshraker 2C

Creature -- Eldrazi Drone

Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."
Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Grim Monolith 2

Artifact

This artifact doesn't untap during your untap step.
{T}: Add {C}{C}{C}.
{4}: Untap this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Artifact

This artifact doesn't untap during your untap step.
{T}: Add {C}{C}{C}.
{4}: Untap this artifact.

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Artifact

This artifact doesn't untap during your untap step.
{T}: Add {C}{C}{C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Karn, the Great Creator 4

Legendary Planeswalker -- Karn

Activated abilities of artifacts your opponents control can't be activated.
[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.
[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Z4YN - Legacy (Legacy Challenge 32)** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

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L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Kozilek's Command (X)(C)(C)

Kindred Instant -- Eldrazi

Choose two --
* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."
* Target player scries X, then draws a card.
* Exile target creature with mana value X or less.
* Exile up to X target cards from graveyards.

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* Exile up to X target cards from graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Lotus Petal (0)

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

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{T}, Sacrifice this artifact: Add one mana of any color.

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**Playtest cards - Z4YN - Legacy (Legacy Challenge 32)** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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## Manifold Key (1)

Artifact

{1}, {T}: Untap another target artifact.
{3}, {T}: Target creature can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Mystic Forge (4)

Artifact

You may look at the top card of your library any time.
You may cast artifact spells and colorless spells from the top of your library.
{T}, Pay 1 life: Exile the top card of your library.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Paradox Engine (5)

Legendary Artifact

Whenever you cast a spell, untap all nonland permanents you control.

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## The One Ring 4

Legendary Artifact

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Urza's Saga

Enchantment Land -- Urza's Saga

(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.

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## Urza's Workshop

Land -- Urza's

{T}: Add {C}.
Metalcraft -- {T}: Add {C} for each Urza's land you control. Activate only if you control three or more artifacts.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Land -- Urza's

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Vexing Bauble (1)

Artifact

Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.
{1}, {T}, Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Voltaic Key — {1}

Artifact

{1}, {T}: Untap target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Artifact

{1}, {T}: Untap target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Argentum Masticore — {5}

Artifact Creature -- Phyrexian Masticore

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.

[sideboard]

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dismember — {1}{BP}{BP}

Instant

({B/P} can be paid with either {B} or 2 life.)
Target creature gets -5/-5 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

({B/P} can be paid with either {B} or 2 life.)
Target creature gets -5/-5 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ensnaring Bridge — {3}

Artifact

Creatures with power greater than the number of cards in your hand can't attack.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Faerie Macabre 1BB

Creature -- Faerie Rogue

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

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Faerie Rogue

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

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leyline of the Void 2BB

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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If this card is in your opening hand, you may begin the game with it on the battlefield.
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[sideboard]

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Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Liquimetal Coating 2

Artifact

{T}: Target permanent becomes an artifact in addition to its other types until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mycosynth Lattice 6

Artifact

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Z4YN - Legacy (Legacy Challenge 32)** sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

## Paradox Engine {5}

Legendary Artifact

Whenever you cast a spell, untap all nonland permanents you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Surgehacker Mech {4}

Artifact -- Vehicle

Menace
When this Vehicle enters, it deals damage equal to twice the number of Vehicles you control to target creature or planeswalker an opponent controls.
Crew 4

[sideboard]

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Walking Ballista {X}{X}

Artifact Creature -- Construct

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.

[sideboard]

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Z4YN - Legacy (Legacy Challenge 32)** sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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.