

Animate Dead ① ⑧ <hr/> Enchantment -- Aura <hr/> <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> <hr/> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Animate Dead ① ⑧ <hr/> Enchantment -- Aura <hr/> <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> <hr/> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Animate Dead ① ⑧ <hr/> Enchantment -- Aura <hr/> <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> <hr/> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Archon of Cruelty ⑥ ⑧ ⑧ <hr/> Creature -- Archon <hr/> <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> <hr/> <div>6/6</div> <hr/> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
Atraxa, Grand Unifier ③ ⑥ ⑦ ⑧ ⑧ <hr/> Legendary Creature -- Phyrexian Angel <hr/> <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> <hr/> <div>7/7</div> <hr/> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Brainstorm ⑧ <hr/> Instant <hr/> <p>Draw three cards, then put two cards from your hand on top of your library in any order.</p> <hr/> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Brainstorm ⑧ <hr/> Instant <hr/> <p>Draw three cards, then put two cards from your hand on top of your library in any order.</p> <hr/> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Brainstorm ⑧ <hr/> Instant <hr/> <p>Draw three cards, then put two cards from your hand on top of your library in any order.</p> <hr/> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Playtest cards - Yamaro - Legacy (Legacy League)

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> Brainstorm U </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>3/1</div> <div> <div>ADVENTURE</div> </div> <div> Petty Theft U </div> <div> Instant -- Adventure </div> <div> <p>Return target nonland permanent an opponent controls to its owner's hand.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Brazen Borrower 1UU </div> <div> Creature -- Faerie Rogue </div> <div> Flash Flying This creature can block only creatures with flying. </div> <div> <div>3/1</div> <div> <div>ADVENTURE</div> </div> <div> Petty Theft U </div> <div> Instant -- Adventure </div> <div> <p>Return target nonland permanent an opponent controls to its owner's hand.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Brazen Borrower 1UU </div> <div> Creature -- Faerie Rogue </div> <div> Flash Flying This creature can block only creatures with flying. </div> <div> <div>3/1</div> <div> <div>ADVENTURE</div> </div> <div> Petty Theft U </div> <div> Instant -- Adventure </div> <div> <p>Return target nonland permanent an opponent controls to its owner's hand.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Daze 1U </div> <div> Instant </div> <div> <p>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}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Daze 1U </div> <div> Instant </div> <div> <p>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}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Daze 1U </div> <div> Instant </div> <div> <p>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}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Entomb B </div> <div> Instant </div> <div> <p>Search your library for a card, put that card into your graveyard, then shuffle.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Entomb B </div> <div> Instant </div> <div> <p>Search your library for a card, put that card into your graveyard, then shuffle.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

B

Search your library for a card, put that card into your graveyard, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Search your library for a card, put that card into your graveyard, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

3 U U

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ ⑤

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ ⑤

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

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

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. <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. <div>3/2</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. <div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Island Basic Land -- Island ({T}: Add {U}.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orcish Bowmasters (1)(B) Creature -- Orc Archer Flash 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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Yamaro - Legacy (Legacy League)

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 4/10 - 8 cards - 2.5 x 3.5 in each

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
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	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Troll of Khazad-dûm (5)(B) Creature -- Troll 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.) <div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 B

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.)

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 B

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.)

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 B

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.)

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undercity Sewers

(**{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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground Sea

$$(\{T\}: \text{Add } \{U\} \text{ or } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground Sea

($\{T\}$: Add $\{U\}$ or $\{B\}$.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground Sea

($\{T\}$: Add $\{U\}$ or $\{B\}$.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground Sea

($\{T\}$: Add $\{U\}$ or $\{B\}$.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<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>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><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><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> Dress Down 1U </div> <div> Enchantment </div> <div> Flash When this enchantment enters, draw a card. Creatures lose all abilities. At the beginning of the end step, sacrifice this enchantment. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Engineered Explosives X </div> <div> Artifact </div> <div> Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Force of Negation 1UU </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Go for the Throat 1B </div> <div> Instant </div> <div> Destroy target nonartifact creature. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Hydroblast U </div> <div> Instant </div> <div> Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Orcish Bowmasters 1B </div> <div> Creature -- Orc Archer </div> <div> Flash 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. </div> <div> [sideboard] </div> <div> <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div> Powder Keg ② </div> <div> Artifact </div> <div> <p>At the beginning of your upkeep, you may put a fuse counter on this artifact.</p> <p>{T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Sheoldred's Edict ① B </div> <div> Instant </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice. <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Unlicensed Hearse ② </div> <div> Artifact -- Vehicle </div> <div> <p>{T}: Exile up to two target cards from a single graveyard.</p> <p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p> <p>Crew 2</p> <p>[sideboard]</p> <div> <div>*/*</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	
---	---	--	--