## Ancient Tomb

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ancient Tomb

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ancient Tomb

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ancient Tomb

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

## 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

## 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

## 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

**Playtest cards - ironclaw2016 - Legacy (Legacy League)** sheet 1/10 - 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.

## City of Traitors

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## City of Traitors

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## City of Traitors

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## City of Traitors

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## 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


## 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

## 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

## 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


**Playtest cards - ironclaw2016 - Legacy (Legacy League)** 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.

## 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

## 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

## 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

## 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

## 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.

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.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - ironclaw2016 - Legacy (Legacy League)** 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.

## 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

## 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

## 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

## 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

## 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

## 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

**Playtest cards - ironclaw2016 - Legacy (Legacy League)** sheet 4/10 - 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.

## Mox Opal ⓪

Legendary Artifact

Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Mox Opal ⓪

Legendary Artifact

Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

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.

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.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Paradox Engine ⑤

Legendary Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Paradox Engine ⑤

Legendary Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - ironclaw2016 - Legacy (Legacy League)** sheet 5/10 - 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.

## 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


## 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

## 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

## 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


## 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.

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.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - ironclaw2016 - Legacy (Legacy League)** sheet 6/10 - 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.

## 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

## 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

## 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

## 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

## 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

## 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

## 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

## 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

**Playtest cards - ironclaw2016 - Legacy (Legacy League)** sheet 7/10 - 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.

## Voltaic Key (1)

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Voltaic Key (1)

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Voltaic Key (1)

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Voltaic Key (1)

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

## 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

## Defense Grid (2)

Artifact

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Defense Grid (2)

Artifact

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - ironclaw2016 - Legacy (Legacy League)** sheet 8/10 - 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.

## Defense Grid (2)

Artifact

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Defense Grid (2)

Artifact

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

[sideboard]

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

## 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

## 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

## Leyline of the Void (2)(B)(B)

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

## Leyline of the Void (2)(B)(B)

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

## Mindbreak Trap (2)(U)(U)

Instant -- Trap

If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.
Exile any number of target spells.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - ironclaw2016 - Legacy (Legacy League)** 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.

## Mindbreak Trap (2)(U)(U)

Instant -- Trap

If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.
Exile any number of target spells.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pithing Needle (1)

Artifact

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Soul-Guide Lantern (1)

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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.