

Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archon of Cruelty6BB Creature -- Archon 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. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Atraxa, Grand Unifier3GWUB Legendary Creature -- Phyrexian Angel 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.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Atraxa, Grand Unifier3GWUB Legendary Creature -- Phyrexian Angel 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.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Atraxa, Grand Unifier3GWUB Legendary Creature -- Phyrexian Angel 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.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Atraxa, Grand Unifier3GWUB Legendary Creature -- Phyrexian Angel 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.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Brainstorm Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brainstorm Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brainstorm Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brainstorm Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Daze Instant 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Daze Instant 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Emrakul, the Aeons Torn 15 Legendary Creature -- Eldrazi 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. 15/15 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Emrakul, the Aeons Torn 15 Legendary Creature -- Eldrazi 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. 15/15 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Emrakul, the Aeons Torn 15 Legendary Creature -- Eldrazi 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. 15/15 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand 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 PLAYbotbox.dev
Flusterstorm U Instant Counter target instant or sorcery spell unless its controller pays {1}. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flusterstorm U Instant Counter target instant or sorcery spell unless its controller pays {1}. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Will 3UU Instant 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 PLAYbotbox.dev	Force of Will 3UU Instant 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 PLAYbotbox.dev

Force of Will 3 U U Instant 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 PLAYbotbox.dev	Force of Will 3 U U Instant 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 PLAYbotbox.dev	Lotus Petal 0 Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal 0 Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lotus Petal 0 Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal 0 Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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.

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.
Draw a card.

botbox.dev

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

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botbox.dev

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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.

Show and Tell 2 U Sorcery Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Show and Tell 2 U Sorcery Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Show and Tell 2 U Sorcery Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Show and Tell 2 U Sorcery Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Simian Spirit Guide 2 R Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Simian Spirit Guide 2 R Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sneak Attack 3 R Enchantment {R}: You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice the creature at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sneak Attack 3 R Enchantment {R}: You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice the creature at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Snow-Covered Mountain Basic Snow Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up 2U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up 2U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up 2U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thundering Falls Land -- Island Mountain {T}: Add {U} or {R}.) 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 PLAYbotbox.dev	Volcanic Island Land -- Island Mountain {T}: Add {U} or {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Volcanic Island Land -- Island Mountain {T}: Add {U} or {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Volcanic Island Land -- Island Mountain {T}: Add {U} or {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Brotherhood's End1RR Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brotherhood's End1RR Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consign to MemoryU Instant Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consign to MemoryU Instant Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Faerie Macabre (1)(B)(B) 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	Faerie Macabre (1)(B)(B) 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	Grafdigger's Cage (1) Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grafdigger's Cage (1) Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Magus of the Moon (2)(R) Creature -- Human Wizard Nonbasic lands are Mountains. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magus of the Moon (2)(R) Creature -- Human Wizard Nonbasic lands are Mountains. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mistrise Village Land This land enters tapped unless you control a Mountain or a Forest. {T}: Add {U}. {U}, {T}: The next spell you cast this turn can't be countered. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Omniscience (7)(U)(U)(U) Enchantment You may cast spells from your hand without paying their mana costs. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Maxtortion - 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 9/10 - 8 cards - 2.5 x 3.5 in each

Omniscience 7 U U U Enchantment You may cast spells from your hand without paying their mana costs. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroblast R Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroblast R Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

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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