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| <p><b>Agadeem's Awakening</b> (X)(B)(B)(B)</p> <p>Sorcery</p> <p>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</p> <p>----- BACK FACE -----</p> <p><b>Agadeem, the Undercrypt</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Agadeem's Awakening</b> (X)(B)(B)(B)</p> <p>Sorcery</p> <p>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</p> <p>----- BACK FACE -----</p> <p><b>Agadeem, the Undercrypt</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Agadeem's Awakening</b> (X)(B)(B)(B)</p> <p>Sorcery</p> <p>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</p> <p>----- BACK FACE -----</p> <p><b>Agadeem, the Undercrypt</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Agadeem's Awakening</b> (X)(B)(B)(B)</p> <p>Sorcery</p> <p>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</p> <p>----- BACK FACE -----</p> <p><b>Agadeem, the Undercrypt</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Balustrade Spy</b> (3)(B)</p> <p>Creature -- Vampire Rogue</p> <p>Flying</p> <p>When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                 | <p><b>Balustrade Spy</b> (3)(B)</p> <p>Creature -- Vampire Rogue</p> <p>Flying</p> <p>When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                 | <p><b>Balustrade Spy</b> (3)(B)</p> <p>Creature -- Vampire Rogue</p> <p>Flying</p> <p>When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                 | <p><b>Balustrade Spy</b> (3)(B)</p> <p>Creature -- Vampire Rogue</p> <p>Flying</p> <p>When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                 |

Playtest cards - dudeskar - 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

Boggart Trawler

(2)(B)

Creature -- Goblin

When this creature enters, exile target player's graveyard.

3/1

BACK FACE

Boggart Bog

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.  
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Boggart Trawler

(2)(B)

Creature -- Goblin

When this creature enters, exile target player's graveyard.

3/1

BACK FACE

Boggart Bog

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.  
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Bridge from Below

(B)(B)(B)

Enchantment

Whenever a nontoken creature is put into your graveyard from the battlefield, if this card is in your graveyard, create a 2/2 black Zombie creature token.  
When a creature is put into an opponent's graveyard from the battlefield, if this card is in your graveyard, exile this card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cabal Ritual

(1)(B)

Instant

Add {B}{B}{B}.  
Threshold -- Add {B}{B}{B}{B}{B}  
instead if there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cabal Ritual

(1)(B)

Instant

Add {B}{B}{B}.  
Threshold -- Add {B}{B}{B}{B}{B}  
instead if there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cabal Ritual

(1)(B)

Instant

Add {B}{B}{B}.  
Threshold -- Add {B}{B}{B}{B}{B}  
instead if there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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| <div><div>Cabal Ritual</div><div><div>1</div><div>B</div></div><div>Instant</div><div>Add {B}{B}{B}.<br/>Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cabal Therapy</div><div><div>B</div></div><div>Sorcery</div><div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cabal Therapy</div><div><div>B</div></div><div>Sorcery</div><div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dark Ritual</div><div><div>B</div></div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                               |
| <div><div>Dark Ritual</div><div><div>B</div></div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                               | <div><div>Dark Ritual</div><div><div>B</div></div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                             | <div><div>Dark Ritual</div><div><div>B</div></div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                             | <div><div>Disciple of Freyalise</div><div><div>3</div><div>G</div><div>G</div><div>G</div></div><div>Creature -- Elf Druid</div><div>When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.</div><div>3/3</div><div>--- BACK FACE ---</div><div><div>Garden of Freyalise</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <p><b>Disciple of Freyalise</b> (3)(G)(G)(G)</p> <p>Creature -- Elf Druid</p> <p>When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.</p> <p>3/3</p> <p>----- BACK FACE -----</p> <p><b>Garden of Freyalise</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Dread Return</b> (2)(B)(B)</p> <p>Sorcery</p> <p>Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Elvish Spirit Guide</b> (2)(G)</p> <p>Creature -- Elf Spirit</p> <p>Exile this card from your hand: Add {G}.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                           | <p><b>Elvish Spirit Guide</b> (2)(G)</p> <p>Creature -- Elf Spirit</p> <p>Exile this card from your hand: Add {G}.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                  |
| <p><b>Elvish Spirit Guide</b> (2)(G)</p> <p>Creature -- Elf Spirit</p> <p>Exile this card from your hand: Add {G}.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                      | <p><b>Elvish Spirit Guide</b> (2)(G)</p> <p>Creature -- Elf Spirit</p> <p>Exile this card from your hand: Add {G}.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                        | <p><b>Jack-o'-Lantern</b> (1)</p> <p>Artifact</p> <p>{1}, {T}, Sacrifice this artifact: Exile up to one target card from a graveyard. Draw a card. {1}, Exile this card from your graveyard: Add one mana of any color.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Lively Dirge</b> (1)(B)</p> <p>Sorcery</p> <p>Spree (Choose one or more additional costs.)<br/> + {1} -- Search your library for a card, put it into your graveyard, then shuffle.<br/> + {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - dudeskar - 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

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

Memory's Journey

(1)(U)

Instant

Target player shuffles up to three target cards from their graveyard into their library.  
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Narcomoeba

(1)(U)

Creature -- Illusion

Flying  
When this card is put into your graveyard from your library, you may put it onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Narcomoeba

(1)(U)

Creature -- Illusion

Flying  
When this card is put into your graveyard from your library, you may put it onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Pact of Negation

(0)

Instant

Counter target spell.  
At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

①

Counter target spell.  
At the beginning of your next  
upkeep, pay {3}{U}{U}. If you don't,  
you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Counter target spell.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Counter target spell.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Deathtouch  
Curse of the Walking Pox -- Whenever you cast a spell from anywhere other than your hand, return this card from your graveyard to the battlefield tapped.

**3/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Deathtouch  
Curse of the Walking Pox -- Whenever you cast a spell from anywhere other than your hand, return this card from your graveyard to the battlefield tapped.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

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

②③

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Simian Spirit Guide</b> (2)(R)<br>Creature -- Ape Spirit<br>Exile this card from your hand: Add {R}.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                        | <b>Simian Spirit Guide</b> (2)(R)<br>Creature -- Ape Spirit<br>Exile this card from your hand: Add {R}.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                        | <b>Summoner's Pact</b> (0)<br>Instant<br>Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                       | <b>Summoner's Pact</b> (0)<br>Instant<br>Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Summoner's Pact</b> (0)<br>Instant<br>Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Summoner's Pact</b> (0)<br>Instant<br>Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Thassa's Oracle</b> (U)(U)<br>Creature -- Merfolk Wizard<br>When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Thoughtseize</b> (B)<br>Sorcery<br>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                   |

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| <div> Thoughtseize B </div> <div> Sorcery </div> <div> Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. </div> <div> 2/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>                                                                  | <div> Undercity Informer 2B </div> <div> Creature -- Human Rogue </div> <div> {1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard. </div> <div> 2/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div> | <div> Undercity Informer 2B </div> <div> Creature -- Human Rogue </div> <div> {1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard. </div> <div> 2/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>                                                                                                                                                                                                 | <div> Undercity Informer 2B </div> <div> Creature -- Human Rogue </div> <div> {1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard. </div> <div> 2/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>                                                                                                                                                    |
| <div> Undercity Informer 2B </div> <div> Creature -- Human Rogue </div> <div> {1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard. </div> <div> 2/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div> | <div> Wild Cantor R/G </div> <div> Creature -- Human Druid </div> <div> ({R/G} can be paid with either {R} or {G}.) Sacrifice this creature: Add one mana of any color. </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>                                                                       | <div> Disciple of Freyalise 3GGG </div> <div> Creature -- Elf Druid </div> <div> When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power. </div> <div> [sideboard] </div> <div> 3/3 </div> <div> --- BACK FACE --- </div> <div> Garden of Freyalise </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div> | <div> Disruptive Stormbrood 4G </div> <div> Creature -- Dragon </div> <div> Flying When this creature enters, destroy up to one target artifact or enchantment. </div> <div> [sideboard] </div> <div> 3/3 </div> <div> --- ADVENTURE --- </div> <div> Petty Revenge 1B </div> <div> Sorcery -- Omen </div> <div> Destroy target creature with power 3 or less. (Then shuffle this card into its owner's library.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div> |

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| <b>Force of Vigor</b> 2GG<br><b>Instant</b><br><p>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                 | <b>Force of Vigor</b> 2GG<br><b>Instant</b><br><p>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                              | <b>Force of Vigor</b> 2GG<br><b>Instant</b><br><p>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                              | <b>Force of Vigor</b> 2GG<br><b>Instant</b><br><p>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                              |
| <b>Foundation Breaker</b> 3G<br><b>Creature -- Elemental</b><br><p>When this creature enters, you may destroy target artifact or enchantment. Evoke {1}{G} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> <p>[sideboard]</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Leyline of Sanctity</b> 2WW<br><b>Enchantment</b><br><p>If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Leyline of Sanctity</b> 2WW<br><b>Enchantment</b><br><p>If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Leyline of Sanctity</b> 2WW<br><b>Enchantment</b><br><p>If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div> <div>Leyline of Sanctity (2)(W)(W)</div> <div> <div>Enchantment</div> <div> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.</p> <p>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Reanimate (B)</div> <div> <div>Sorcery</div> <div> <p>Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Reanimate (B)</div> <div> <div>Sorcery</div> <div> <p>Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Thoughtseize (B)</div> <div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Thoughtseize (B)</div> <div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                        |                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                             |

Playtest cards - dudeskar - 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 10/10 - 5 cards - 2.5 x 3.5 in each