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| <div> <div> <b>Animate Dead</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature card in a graveyard<br/>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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Animate Dead</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature card in a graveyard<br/>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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Animate Dead</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature card in a graveyard<br/>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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                             | <div> <div> <b>Animate Dead</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature card in a graveyard<br/>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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                             |
| <div> <div> <b>Archon of Cruelty</b> <div> <div>6</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Archon</div> <div> <p>Flying<br/>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> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                                                                                    | <div> <div> <b>Archon of Cruelty</b> <div> <div>6</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Archon</div> <div> <p>Flying<br/>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> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                                                                                    | <div> <div> <b>Atraxa, Grand Unifier</b> <div> <div>3</div> <div>G</div> <div>W</div> <div>U</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Phyrexian Angel</div> <div> <p>Flying, vigilance, deathtouch, lifelink<br/>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> </div> <div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Atraxa, Grand Unifier</b> <div> <div>3</div> <div>G</div> <div>W</div> <div>U</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Phyrexian Angel</div> <div> <p>Flying, vigilance, deathtouch, lifelink<br/>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> </div> <div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |

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| <div><div><b>Bayou</b></div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                              | <div><div><b>Bayou</b></div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                  | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                        | <div><div><b>Bloodstained Mire</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                        |
| <div><div><b>Borborygmus Enraged</b> 4RRGG</div><div>Legendary Creature -- Cyclops</div><div>Trample<br/>Whenever Borborygmus Enraged deals combat damage to a player, reveal the top three cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard.<br/>Discard a land card: Borborygmus Enraged deals 3 damage to any target.</div><div>7/6</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Cabal Therapy</b> B</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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Cabal Therapy</b> B</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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Cabal Therapy</b> B</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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

**B**

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Add  $\{B\}\{B\}\{B\}$ .

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Add  $\{B\}\{B\}\{B\}$ .

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Add  $\{B\}\{B\}\{B\}$ .

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Add  $\{B\}\{B\}\{B\}$ .

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

**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

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| <div>Entomb</div> <div>B</div> <div>Instant</div> <div>Search your library for a card, put that card into your graveyard, then shuffle.</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Griselbrand</div> <div>4BBB</div> <div>Legendary Creature -- Demon</div> <div>Flying, lifelink<br/>Pay 7 life: Draw seven cards.</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Griselbrand</div> <div>4BBB</div> <div>Legendary Creature -- Demon</div> <div>Flying, lifelink<br/>Pay 7 life: Draw seven cards.</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Griselbrand</div> <div>4BBB</div> <div>Legendary Creature -- Demon</div> <div>Flying, lifelink<br/>Pay 7 life: Draw seven cards.</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Griselbrand</div> <div>4BBB</div> <div>Legendary Creature -- Demon</div> <div>Flying, lifelink<br/>Pay 7 life: Draw seven cards.</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   | <div>Lotus Petal</div> <div>0</div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add one mana of any color.</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                 | <div>Lotus Petal</div> <div>0</div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add one mana of any color.</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                 | <div>Lotus Petal</div> <div>0</div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add one mana of any color.</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                 |

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| <div><div><div><div><div><div></div><div><b>Lotus Petal</b></div><div>①</div></div></div><div><div>Artifact</div><div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                        | <div><div><div><div><div><div></div><div><b>Polluted Delta</b></div><div></div></div></div><div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Polluted Delta</b></div><div></div></div></div><div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Polluted Delta</b></div><div></div></div></div><div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div><div><div><div></div><div><b>Polluted Delta</b></div><div></div></div></div><div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Reanimate</b></div><div>Ⓑ</div></div></div><div><div>Sorcery</div><div><div>Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>  | <div><div><div><div><div><div></div><div><b>Reanimate</b></div><div>Ⓑ</div></div></div><div><div>Sorcery</div><div><div>Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>  | <div><div><div><div><div><div></div><div><b>Reanimate</b></div><div>Ⓑ</div></div></div><div><div>Sorcery</div><div><div>Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>  |

**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

① ②

Return the top creature card of your graveyard to the battlefield. That creature gains haste until end of turn. Exile it at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Return the top creature card of your graveyard to the battlefield. That creature gains haste until end of turn. Exile it at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Return the top creature card of your graveyard to the battlefield. That creature gains haste until end of turn. Exile it at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Return the top creature card of your graveyard to the battlefield. That creature gains haste until end of turn. Exile it at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Choose a card name. Reveal cards from the top of your library until you reveal a card with that name, then put that card into your hand. Exile all other cards revealed this way, and you lose 1 life for each of the exiled cards.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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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| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>( {T} ): Add {B} . )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div>Thoughtseize</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div>Thoughtseize</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                   | <div><div>Thoughtseize</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Thoughtseize</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Undercity Sewers</div><div>Land -- Island Swamp</div><div>( {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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>( {T} ): Add {B} or {G} . ) 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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Underground Sea</div><div>Land -- Island Swamp</div><div>( {T} ): Add {U} or {B} . )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           |

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| <div><div>Unmask</div><div><div>3</div><div>B</div></div></div> <div>Sorcery</div> <div>You may exile a black card from your hand rather than pay this spell's mana cost.<br/>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Unmask</div><div><div>3</div><div>B</div></div></div> <div>Sorcery</div> <div>You may exile a black card from your hand rather than pay this spell's mana cost.<br/>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Unmask</div><div><div>3</div><div>B</div></div></div> <div>Sorcery</div> <div>You may exile a black card from your hand rather than pay this spell's mana cost.<br/>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Unmask</div><div><div>3</div><div>B</div></div></div> <div>Sorcery</div> <div>You may exile a black card from your hand rather than pay this spell's mana cost.<br/>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Chain of Smog</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Target player discards two cards.<br/>That player may copy this spell and may choose a new target for that copy.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     | <div><div>Chain of Smog</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Target player discards two cards.<br/>That player may copy this spell and may choose a new target for that copy.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     | <div><div>Chain of Smog</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Target player discards two cards.<br/>That player may copy this spell and may choose a new target for that copy.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     | <div><div>Chain of Smog</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Target player discards two cards.<br/>That player may copy this spell and may choose a new target for that copy.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     |

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| <b>Faerie Macabre</b> (1)(B)(B)<br>Creature -- Faerie Rogue<br>Flying<br>Discard this card: Exile up to two target cards from graveyards.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Faerie Macabre</b> (1)(B)(B)<br>Creature -- Faerie Rogue<br>Flying<br>Discard this card: Exile up to two target cards from graveyards.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Faerie Macabre</b> (1)(B)(B)<br>Creature -- Faerie Rogue<br>Flying<br>Discard this card: Exile up to two target cards from graveyards.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Show and Tell</b> (2)(U)<br>Sorcery<br>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                   |
| <b>Show and Tell</b> (2)(U)<br>Sorcery<br>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev     | <b>Show and Tell</b> (2)(U)<br>Sorcery<br>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev     | <b>Show and Tell</b> (2)(U)<br>Sorcery<br>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev     | <b>Witherbloom Apprentice</b> (B)(G)<br>Creature -- Human Druid<br>Magecraft -- Whenever you cast or copy an instant or sorcery spell, each opponent loses 1 life and you gain 1 life.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <p><b>Witherbloom Apprentice</b> (B)(G)</p> <p>Creature -- Human Druid</p> <hr/> <p>Magecraft -- Whenever you cast or copy an instant or sorcery spell, each opponent loses 1 life and you gain 1 life.</p> <p>[sideboard]</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Witherbloom Apprentice</b> (B)(G)</p> <p>Creature -- Human Druid</p> <hr/> <p>Magecraft -- Whenever you cast or copy an instant or sorcery spell, each opponent loses 1 life and you gain 1 life.</p> <p>[sideboard]</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Witherbloom Apprentice</b> (B)(G)</p> <p>Creature -- Human Druid</p> <hr/> <p>Magecraft -- Whenever you cast or copy an instant or sorcery spell, each opponent loses 1 life and you gain 1 life.</p> <p>[sideboard]</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |  |
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Playtest cards - Magic\_Dads71522 - Legacy (Legacy Challenge 32)

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 - 3 cards - 2.5 x 3.5 in each