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Destroy target nonland permanent
with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Swamp Forest

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

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Land

This land enters tapped.
When this land enters, exile target
player's graveyard.
{T}: Add {B}.

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G

Instant

As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle.

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① B

At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value.

2/1

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Legendary Snow Land

Dark Depths enters with ten ice counters on it.

{3}: Remove an ice counter from Dark Depths.

When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible.

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Dark Depths Legendary Snow Land Dark Depths enters with ten ice counters on it. {3}: Remove an ice counter from Dark Depths. When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Depths Legendary Snow Land Dark Depths enters with ten ice counters on it. {3}: Remove an ice counter from Dark Depths. When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghost Quarter Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hymn to Tourach Sorcery Target player discards two cards at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hymn to Tourach Sorcery Target player discards two cards at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hymn to Tourach Sorcery Target player discards two cards at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Into the North Sorcery Search your library for a snow land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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①BB

[+1]: Each player discards a card.
[-2]: Target player sacrifices a creature.
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

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[+1]: Up to one target creature gets -2/-1 until your next turn.

[-2]: Mill two cards, then you may return a creature card from your graveyard to your hand.

[-7]: You get an emblem with "At the beginning of your end step, create X 2/2 black Zombie creature tokens, where X is two plus the number of Zombies you control."

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①

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.

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Basic Snow Land -- Forest

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

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Snow-Covered Forest Basic Snow Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Library16 Enchantment At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Sylvan Scrying ①⑥ Sorcery Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thespian's Stage Land {T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thespian's Stage Land {T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thespian's Stage Land {T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
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Legendary Land

Each land is a Swamp in addition to its other land types.

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BB

Creature -- Vampire Shaman

First strike
Sacrifice this creature: Remove all
counters from target permanent.

2/1

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Dread of Night B Enchantment White creatures get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dread of Night B Enchantment White creatures get -1/-1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Engineered Explosives X Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hymn to Tourach B B Sorcery Target player discards two cards at random. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Karakas Legendary Land {T}: Add {W}. {T}: Return target legendary creature to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Maelstrom Pulse 1 B G Sorcery Destroy target nonland permanent and all other permanents with the same name as that permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Maelstrom Pulse 1 B G Sorcery Destroy target nonland permanent and all other permanents with the same name as that permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surgical Extraction BP Instant {B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Playtest cards - lain5893 - 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 - 3 cards - 2.5 x 3.5 in each