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| <div><div>Breakthrough</div><div><div>X</div><div>U</div></div></div> <div>Sorcery</div> <div>Draw four cards, then choose X cards in your hand and discard the rest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                           | <div><div>Breakthrough</div><div><div>X</div><div>U</div></div></div> <div>Sorcery</div> <div>Draw four cards, then choose X cards in your hand and discard the rest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                           | <div><div>Breakthrough</div><div><div>X</div><div>U</div></div></div> <div>Sorcery</div> <div>Draw four cards, then choose X cards in your hand and discard the rest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                           | <div><div>Bridge from Below</div><div><div>B</div><div>B</div><div>B</div></div></div> <div>Enchantment</div> <div>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.<br/>When a creature is put into an opponent's graveyard from the battlefield, if this card is in your graveyard, exile this card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Bridge from Below</div><div><div>B</div><div>B</div><div>B</div></div></div> <div>Enchantment</div> <div>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.<br/>When a creature is put into an opponent's graveyard from the battlefield, if this card is in your graveyard, exile this card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Bridge from Below</div><div><div>B</div><div>B</div><div>B</div></div></div> <div>Enchantment</div> <div>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.<br/>When a creature is put into an opponent's graveyard from the battlefield, if this card is in your graveyard, exile this card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Bridge from Below</div><div><div>B</div><div>B</div><div>B</div></div></div> <div>Enchantment</div> <div>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.<br/>When a creature is put into an opponent's graveyard from the battlefield, if this card is in your graveyard, exile this card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Cabal Therapy</div><div><div>B</div></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>                                                                                                     |

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| <div><div>Cabal Therapy</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>Cabal Therapy</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>Cabal Therapy</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>Careful Study</div><div>U</div></div> <div>Sorcery</div> <div>Draw two cards, then discard two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                       |
| <div><div>Careful Study</div><div>U</div></div> <div>Sorcery</div> <div>Draw two cards, then discard two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                  | <div><div>Cephalid Coliseum</div></div> <div>Land</div> <div>{T}: Add {U}. This land deals 1 damage to you. Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>            | <div><div>Cephalid Coliseum</div></div> <div>Land</div> <div>{T}: Add {U}. This land deals 1 damage to you. Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>            | <div><div>Cephalid Coliseum</div></div> <div>Land</div> <div>{T}: Add {U}. This land deals 1 damage to you. Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Cephalid Coliseum</div><div>Land</div><div><p>{T}: Add {U}. This land deals 1 damage to you.</p><p>Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards.</p><p>Activate only if there are seven or more cards in your graveyard.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>City of Brass</div><div>Land</div><div><p>Whenever this land becomes tapped, it deals 1 damage to you.</p><p>{T}: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div>City of Brass</div><div>Land</div><div><p>Whenever this land becomes tapped, it deals 1 damage to you.</p><p>{T}: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div>Faithless Looting</div><div>Sorcery</div><div><p>Draw two cards, then discard two cards.</p><p>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    |
| <div><div>Faithless Looting</div><div>Sorcery</div><div><p>Draw two cards, then discard two cards.</p><p>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                | <div><div>Faithless Looting</div><div>Sorcery</div><div><p>Draw two cards, then discard two cards.</p><p>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Faithless Looting</div><div>Sorcery</div><div><p>Draw two cards, then discard two cards.</p><p>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gemstone Mine</div><div>Land</div><div><p>This land enters with three mining counters on it.</p><p>{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Gemstone Mine</div><div>Land</div><div><p>This land enters with three mining counters on it.</p><p>{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                 | <div><div>Gemstone Mine</div><div>Land</div><div><p>This land enters with three mining counters on it.</p><p>{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                 | <div><div>Golgari Grave-Troll</div><div>Creature -- Troll Skeleton</div><div><p>This creature enters with a +1/+1 counter on it for each creature card in your graveyard.</p><p>{1}, Remove a +1/+1 counter from this creature: Regenerate this creature.</p><p>Dredge 6 (If you would draw a card, you may mill six cards instead. If you do, return this card from your graveyard to your hand.)</p></div><div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Golgari Grave-Troll</div><div>Creature -- Troll Skeleton</div><div><p>This creature enters with a +1/+1 counter on it for each creature card in your graveyard.</p><p>{1}, Remove a +1/+1 counter from this creature: Regenerate this creature.</p><p>Dredge 6 (If you would draw a card, you may mill six cards instead. If you do, return this card from your graveyard to your hand.)</p></div><div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Golgari Grave-Troll</div><div>Creature -- Troll Skeleton</div><div><p>This creature enters with a +1/+1 counter on it for each creature card in your graveyard.</p><p>{1}, Remove a +1/+1 counter from this creature: Regenerate this creature.</p><p>Dredge 6 (If you would draw a card, you may mill six cards instead. If you do, return this card from your graveyard to your hand.)</p></div><div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Golgari Grave-Troll</div><div>Creature -- Troll Skeleton</div><div><p>This creature enters with a +1/+1 counter on it for each creature card in your graveyard.</p><p>{1}, Remove a +1/+1 counter from this creature: Regenerate this creature.</p><p>Dredge 6 (If you would draw a card, you may mill six cards instead. If you do, return this card from your graveyard to your hand.)</p></div><div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Golgari Thug</div><div>Creature -- Human Warrior</div><div><p>When this creature dies, put target creature card from your graveyard on top of your library.</p><p>Dredge 4 (If you would draw a card, you may mill four cards instead. If you do, return this card from your graveyard to your hand.)</p></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                    | <div><div>Golgari Thug</div><div>Creature -- Human Warrior</div><div><p>When this creature dies, put target creature card from your graveyard on top of your library.</p><p>Dredge 4 (If you would draw a card, you may mill four cards instead. If you do, return this card from your graveyard to your hand.)</p></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                    |

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| <b>Golgari Thug</b> ① ⑧<br>Creature -- Human Warrior<br>When this creature dies, put target creature card from your graveyard on top of your library.<br>Dredge 4 (If you would draw a card, you may mill four cards instead. If you do, return this card from your graveyard to your hand.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                         | <b>Golgari Thug</b> ① ⑧<br>Creature -- Human Warrior<br>When this creature dies, put target creature card from your graveyard on top of your library.<br>Dredge 4 (If you would draw a card, you may mill four cards instead. If you do, return this card from your graveyard to your hand.)<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                         | <b>Ichorid</b> ③ ⑧<br>Creature -- Horror<br>Haste<br>At the beginning of the end step, sacrifice this creature.<br>At the beginning of your upkeep, if this card is in your graveyard, you may exile a black creature card other than this card from your graveyard. If you do, return this card to the battlefield.<br>3/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ichorid</b> ③ ⑧<br>Creature -- Horror<br>Haste<br>At the beginning of the end step, sacrifice this creature.<br>At the beginning of your upkeep, if this card is in your graveyard, you may exile a black creature card other than this card from your graveyard. If you do, return this card to the battlefield.<br>3/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Ichorid</b> ③ ⑧<br>Creature -- Horror<br>Haste<br>At the beginning of the end step, sacrifice this creature.<br>At the beginning of your upkeep, if this card is in your graveyard, you may exile a black creature card other than this card from your graveyard. If you do, return this card to the battlefield.<br>3/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ichorid</b> ③ ⑧<br>Creature -- Horror<br>Haste<br>At the beginning of the end step, sacrifice this creature.<br>At the beginning of your upkeep, if this card is in your graveyard, you may exile a black creature card other than this card from your graveyard. If you do, return this card to the battlefield.<br>3/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Lion's Eye Diamond</b> ⑨<br>Artifact<br>Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.<br>3/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                 | <b>Lion's Eye Diamond</b> ⑨<br>Artifact<br>Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.<br>3/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                 |

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| <div><div>Lion's Eye Diamond</div><div>Artifact</div><div>Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lion's Eye Diamond</div><div>Artifact</div><div>Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mana Confluence</div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           | <div><div>Mana Confluence</div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           |
| <div><div>Mana Confluence</div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Mana Confluence</div><div>Land</div><div>{T}, Pay 1 life: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Narcomoeba</div><div>Creature -- Illusion</div><div>Flying<br/>When this card is put into your graveyard from your library, you may put it onto the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Narcomoeba</div><div>Creature -- Illusion</div><div>Flying<br/>When this card is put into your graveyard from your library, you may put it onto the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Narcomoeba</b> (1)(U)<br>Creature -- Illusion<br>Flying<br>When this card is put into your graveyard from your library, you may put it onto the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                     | <b>Narcomoeba</b> (1)(U)<br>Creature -- Illusion<br>Flying<br>When this card is put into your graveyard from your library, you may put it onto the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                     | <b>Putrid Imp</b> (B)<br>Creature -- Zombie Imp<br>Discard a card: This creature gains flying until end of turn.<br>Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +1/+1 and can't block.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                              | <b>Putrid Imp</b> (B)<br>Creature -- Zombie Imp<br>Discard a card: This creature gains flying until end of turn.<br>Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +1/+1 and can't block.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                              |
| <b>Stinkweed Imp</b> (2)(B)<br>Creature -- Imp<br>Flying<br>Whenever this creature deals combat damage to a creature, destroy that creature.<br>Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)<br>1/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Stinkweed Imp</b> (2)(B)<br>Creature -- Imp<br>Flying<br>Whenever this creature deals combat damage to a creature, destroy that creature.<br>Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)<br>1/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Stinkweed Imp</b> (2)(B)<br>Creature -- Imp<br>Flying<br>Whenever this creature deals combat damage to a creature, destroy that creature.<br>Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)<br>1/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Stinkweed Imp</b> (2)(B)<br>Creature -- Imp<br>Flying<br>Whenever this creature deals combat damage to a creature, destroy that creature.<br>Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)<br>1/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <b>Street Wraith</b> (3)(B)(B)<br>Creature -- Wraith<br>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Street Wraith</b> (3)(B)(B)<br>Creature -- Wraith<br>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                    | <b>Street Wraith</b> (3)(B)(B)<br>Creature -- Wraith<br>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                  | <b>Street Wraith</b> (3)(B)(B)<br>Creature -- Wraith<br>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                  |
| <b>Ashen Rider</b> (4)(W)(W)(B)(B)<br>Creature -- Archon<br>Flying<br>When this creature enters or dies, exile target permanent.<br>[sideboard]<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                        | <b>Dread Return</b> (2)(B)(B)<br>Sorcery<br>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.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Leyline of the Void</b> (2)(B)(B)<br>Enchantment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Leyline of the Void</b> (2)(B)(B)<br>Enchantment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lotus Petal (0)</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               | <div><div>Lotus Petal (0)</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               |
| <div><div>Nature's Claim (G)</div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div>Nature's Claim (G)</div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div>Nature's Claim (G)</div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Serenity (1)(W)</div><div>Enchantment</div><div>At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> <b>Serenity</b> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Silent Gravestone</b> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <p>Cards in graveyards can't be the targets of spells or abilities.</p> <p>{4}, {T}: Exile this artifact and all cards from all graveyards. Draw a card.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Silent Gravestone</b> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <p>Cards in graveyards can't be the targets of spells or abilities.</p> <p>{4}, {T}: Exile this artifact and all cards from all graveyards. Draw a card.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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Playtest cards - Orim67 - 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