

① ②

Enchant creature card in a graveyard  
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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

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Land - - Swamp Mountain

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

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Land - - Swamp Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land - - Swamp Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

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| <div>Bloodstained Mire</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                | <div>Chancellor of the Annex (4WWW)</div> <div>Creature -- Phyrexian Angel</div> <div>You may reveal this card from your opening hand. If you do, when each opponent casts their first spell of the game, counter that spell unless that player pays {1}.<br/>Flying<br/>Whenever an opponent casts a spell, counter it unless that player pays {1}.</div> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Chancellor of the Annex (4WWW)</div> <div>Creature -- Phyrexian Angel</div> <div>You may reveal this card from your opening hand. If you do, when each opponent casts their first spell of the game, counter that spell unless that player pays {1}.<br/>Flying<br/>Whenever an opponent casts a spell, counter it unless that player pays {1}.</div> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Chancellor of the Annex (4WWW)</div> <div>Creature -- Phyrexian Angel</div> <div>You may reveal this card from your opening hand. If you do, when each opponent casts their first spell of the game, counter that spell unless that player pays {1}.<br/>Flying<br/>Whenever an opponent casts a spell, counter it unless that player pays {1}.</div> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Chancellor of the Annex (4WWW)</div> <div>Creature -- Phyrexian Angel</div> <div>You may reveal this card from your opening hand. If you do, when each opponent casts their first spell of the game, counter that spell unless that player pays {1}.<br/>Flying<br/>Whenever an opponent casts a spell, counter it unless that player pays {1}.</div> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Children of Korlis (W)</div> <div>Creature -- Human Rebel Cleric</div> <div>Sacrifice this creature: You gain life equal to the life you've lost this turn. (Damage causes loss of life.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                       | <div>Chrome Mox (0)</div> <div>Artifact</div> <div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/>{T}: Add one mana of any of the exiled card's colors.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                        | <div>Dark Ritual (B)</div> <div>Instant</div> <div>Add {B}{B}{B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                   |

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| <div><div>Dark Ritual</div><div>B</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>B</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>B</div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Exhume</div><div>1B</div><div>Sorcery</div><div>Each player puts a creature card from their graveyard onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     |

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| <div><div>Faithless Looting</div><div><div>R</div></div></div> <div>Sorcery</div> <div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (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>Faithless Looting</div><div><div>R</div></div></div> <div>Sorcery</div> <div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (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>Faithless Looting</div><div><div>R</div></div></div> <div>Sorcery</div> <div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (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>Griselbrand</div><div><div>4</div><div>B</div><div>B</div><div>B</div><div>B</div></div></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>                  |

Griselbrand

④ⒷⒷⒷⒷ

Legendary Creature -- Demon

Flying, lifelink  
Pay 7 life: Draw seven cards.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Griselbrand

④ⒷⒷⒷⒷ

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7/7

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Griselbrand

④ⒷⒷⒷⒷ

Legendary Creature -- Demon

Flying, lifelink  
Pay 7 life: Draw seven cards.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lotus Petal

⑥

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

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Lotus Petal

⑥

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{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Marsh Flats

Land

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

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| <div><div>Marsh Flats</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Polluted Delta</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Polluted Delta</div><div>Land</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Reanimate</div><div>Sorcery</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Reanimate</div><div>Sorcery</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Reanimate</div><div>Sorcery</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Reanimate</div><div>Sorcery</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Scrubland</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                |

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| <div><div>Snow-Covered Swamp</div><div>Basic Snow Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div>Snow-Covered Swamp</div><div>Basic Snow Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div>Tendrils of Agony2BB</div><div>Sorcery</div><div>Target player loses 2 life and you gain 2 life.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>ThoughtseizeB</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>ThoughtseizeB</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>ThoughtseizeB</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>Unmask3B</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. You choose a nonland card from it. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Unmask3B</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. You choose a nonland card from it. That player discards that card.</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> <p>You may exile a black card from your hand rather than pay this spell's mana cost.</p> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Unmask</div> <div> <div>3</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>You may exile a black card from your hand rather than pay this spell's mana cost.</p> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Verdant Catacombs</div> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                   | <div> <div>Verdant Catacombs</div> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                             |
| <div> <div>Ashen Rider</div> <div> <div>4</div> <div>W</div> <div>W</div> <div>B</div> <div>B</div> </div> </div> <div>Creature -- Archon</div> <div> <p>Flying</p> <p>When this creature enters or dies, exile target permanent.</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                | <div> <div>Grave Titan</div> <div> <div>4</div> <div>B</div> <div>B</div> </div> </div> <div>Creature -- Giant</div> <div> <p>Deathtouch</p> <p>Whenever this creature enters or attacks, create two 2/2 black Zombie creature tokens.</p> <p>[sideboard]</p> </div> <div> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>           | <div> <div>Grave Titan</div> <div> <div>4</div> <div>B</div> <div>B</div> </div> </div> <div>Creature -- Giant</div> <div> <p>Deathtouch</p> <p>Whenever this creature enters or attacks, create two 2/2 black Zombie creature tokens.</p> <p>[sideboard]</p> </div> <div> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Lake of the Dead</div> </div> <div>Land</div> <div> <p>If this land would enter, sacrifice a Swamp instead. If you do, put this land onto the battlefield. If you don't, put it into its owner's graveyard.</p> <p>{T}: Add {B}.</p> <p>{T}, Sacrifice a Swamp: Add {B}{B}{B}{B}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

# Playtest cards - Pietrone10 - 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 8/10 - 8 cards - 2.5 x 3.5 in each



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| <div> <div>Reverent Silence</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>If you control a Forest, rather than pay this spell's mana cost, you may have each other player gain 6 life. Destroy all enchantments.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Reverent Silence</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>If you control a Forest, rather than pay this spell's mana cost, you may have each other player gain 6 life. Destroy all enchantments.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Reverent Silence</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>If you control a Forest, rather than pay this spell's mana cost, you may have each other player gain 6 life. Destroy all enchantments.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Reverent Silence</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>If you control a Forest, rather than pay this spell's mana cost, you may have each other player gain 6 life. Destroy all enchantments.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>              |
| <div> <div>Serenity</div> <div> <div>1</div> <div>W</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> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                        | <div> <div>Serenity</div> <div> <div>1</div> <div>W</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> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                        | <div> <div>Serenity</div> <div> <div>1</div> <div>W</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> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                        | <div> <div>Shenanigans</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>Destroy target artifact. Dredge 1 (If you would draw a card, you may mill a card instead. If you do, return this card from your graveyard to your hand.)</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

**G**

Flying  
Whenever this creature attacks,  
defending player can't cast spells  
this turn.

0/1

**G**

Flying  
Whenever this creature attacks,  
defending player can't cast spells  
this turn.

0/1

**G**

Flying  
Whenever this creature attacks,  
defending player can't cast spells  
this turn.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev