## Anger {3}{R}

Creature -- Incarnation

Haste
As long as this card is in your graveyard and you control a Mountain, creatures you control have haste.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Breakthrough {X}{U}

Sorcery

Draw four cards, then choose X cards in your hand and discard the rest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

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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 PLAY botbox.dev

## Cabal Therapy {B}

Sorcery

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

## Cabal Therapy {B}

Sorcery

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

**Playtest cards - MahfuzVanGogh - Legacy (Legacy Challenge 32)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

## Cabal Therapy (B)

Sorcery

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

## Cabal Therapy (B)

Sorcery

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

## Careful Study (U)

Sorcery

Draw two cards, then discard two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Draw two cards, then discard two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Careful Study (U)

Sorcery

Draw two cards, then discard two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cephalid Coliseum

Land

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Land

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Dread Return {2}{B}{B}

Sorcery

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Dread Return {2}{B}{B}

Sorcery

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Duskana, the Rage Mother {2}{R}{G}{W}

Legendary Creature -- Bear

When Duskana enters, draw a card for each creature you control with base power and toughness 2/2.
Whenever a creature you control with base power and toughness 2/2 attacks, it gets +3/+3 until end of turn.

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Faithless Looting {R}

Sorcery

Draw two cards, then discard two cards.
Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Faithless Looting {R}

Sorcery

Draw two cards, then discard two cards.
Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Faithless Looting {R}

Sorcery

Draw two cards, then discard two cards.
Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev




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## Faithless Looting (R)

Sorcery

Draw two cards, then discard two cards.
Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Golgari Grave-Troll (4)(G)

Creature -- Troll Skeleton

This creature enters with a +1/+1 counter on it for each creature card in your graveyard.
{1}, Remove a +1/+1 counter from this creature: Regenerate this creature.
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.)

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Golgari Grave-Troll (4)(G)

Creature -- Troll Skeleton

This creature enters with a +1/+1 counter on it for each creature card in your graveyard.
{1}, Remove a +1/+1 counter from this creature: Regenerate this creature.
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.)

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Golgari Grave-Troll (4)(G)

Creature -- Troll Skeleton

This creature enters with a +1/+1 counter on it for each creature card in your graveyard.
{1}, Remove a +1/+1 counter from this creature: Regenerate this creature.
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.)

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Golgari Grave-Troll (4)(G)

Creature -- Troll Skeleton

This creature enters with a +1/+1 counter on it for each creature card in your graveyard.
{1}, Remove a +1/+1 counter from this creature: Regenerate this creature.
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.)

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Golgari Thug (1)(B)

Creature -- Human Warrior

When this creature dies, put target creature card from your graveyard on top of your library.
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.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Warrior

When this creature dies, put target creature card from your graveyard on top of your library.
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.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Golgari Thug (1)(B)

Creature -- Human Warrior

When this creature dies, put target creature card from your graveyard on top of your library.
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.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - MahfuzVanGogh - Legacy (Legacy Challenge 32)** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

## Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lion's Eye Diamond (0)

Artifact

Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

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## Lion's Eye Diamond (0)

Artifact

Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - MahfuzVanGogh - Legacy (Legacy Challenge 32)** sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

## Narcomoeba {1}{U}

Creature -- Illusion

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

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Otherworldly Gaze {U}

Instant

Surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
Flashback {1}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Otherworldly Gaze {U}

Instant

Surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
Flashback {1}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Otherworldly Gaze {U}

Instant

Surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
Flashback {1}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ox of Agonas {3}{R}{R}

Creature -- Ox

When this creature enters, discard your hand, then draw three cards. Escape--{R}{R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)
This creature escapes with a +1/+1 counter on it.

**4/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Poxwalkers {2}{B}

Creature -- Zombie

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

## Poxwalkers {2}{B}

Creature -- Zombie

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

**Playtest cards - MahfuzVanGogh - Legacy (Legacy Challenge 32)** sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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.

## Scalding Tarn

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Scalding Tarn

Land

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

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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Scalding Tarn

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Stinkweed Imp (2)(B)

Creature -- Imp

Flying
Whenever this creature deals combat damage to a creature, destroy that creature.
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.)

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Stinkweed Imp (2)(B)

Creature -- Imp

Flying
Whenever this creature deals combat damage to a creature, destroy that creature.
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.)

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stinkweed Imp (2)(B)

Creature -- Imp

Flying
Whenever this creature deals combat damage to a creature, destroy that creature.
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.)

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stinkweed Imp (2)(B)

Creature -- Imp

Flying
Whenever this creature deals combat damage to a creature, destroy that creature.
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.)

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - MahfuzVanGogh - Legacy (Legacy Challenge 32)** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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.

## Thundering Falls

Land -- Island Mountain

({T}: Add {U} or {R}.)
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Underground Sea

Land -- Island Swamp

({T}: Add {U} or {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Volcanic Island

Land -- Island Mountain

({T}: Add {U} or {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Volcanic Island

Land -- Island Mountain

({T}: Add {U} or {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ashen Rider {4}{W}{W}{B}{B}

Creature -- Archon

Flying
When this creature enters or dies, exile target permanent.

[sideboard]

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Chain of Vapor {U}

Instant

Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ichorid {3}{B}

Creature -- Horror

Haste
At the beginning of the end step, sacrifice this creature.
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.

[sideboard]

**3/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - MahfuzVanGogh - Legacy (Legacy Challenge 32)** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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.

## Kiora's Dismissal {U}

Instant

Strive -- This spell costs {U} more to cast for each target beyond the first.
Return any number of target enchantments to their owners' hands.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leyline of Sanctity {2}{W}{W}

Enchantment

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Leyline of Sanctity {2}{W}{W}

Enchantment

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leyline of Sanctity {2}{W}{W}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leyline of Sanctity {2}{W}{W}

Enchantment

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Leyline of the Void {2}{B}{B}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Leyline of the Void {2}{B}{B}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leyline of the Void {2}{B}{B}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev




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## Leyline of the Void {2}{B}{B}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stern Dismissal {U}

Instant

Return target creature or enchantment an opponent controls to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stern Dismissal {U}

Instant

Return target creature or enchantment an opponent controls to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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.