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| <div><div><div><div><div><div></div><div><b>Animate Dead</b></div><div><div><div>1</div><div>B</div></div></div></div><div>Enchantment -- Aura</div><div>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.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Animate Dead</b></div><div><div><div>1</div><div>B</div></div></div></div><div>Enchantment -- Aura</div><div>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.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Animate Dead</b></div><div><div><div>1</div><div>B</div></div></div></div><div>Enchantment -- Aura</div><div>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.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Animate Dead</b></div><div><div><div>1</div><div>B</div></div></div></div><div>Enchantment -- Aura</div><div>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.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> |
| <div><div><div><div><div><div></div><div><b>Badlands</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div><div><div><div><div><div></div><div><b>Badlands</b></div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div><div><div><div><div><div></div><div><b>Bayou</b></div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | <div><div><div><div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div></div>                                                                                                                                                                                                                                                                                                                                                         |

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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>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>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><div>Dark Ritual</div><div>B</div></div><div><div>Instant</div><div>Add {B}{B}{B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                              | <div><div><div>Dark Ritual</div><div>B</div></div><div><div>Instant</div><div>Add {B}{B}{B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                              | <div><div><div>Dark Ritual</div><div>B</div></div><div><div>Instant</div><div>Add {B}{B}{B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                              | <div><div><div>Entomb</div><div>B</div></div><div><div>Instant</div><div>Search your library for a card, put that card into your graveyard, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>        |
| <div><div><div>Entomb</div><div>B</div></div><div><div>Instant</div><div>Search your library for a card, put that card into your graveyard, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Entomb</div><div>B</div></div><div><div>Instant</div><div>Search your library for a card, put that card into your graveyard, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Entomb</div><div>B</div></div><div><div>Instant</div><div>Search your library for a card, put that card into your graveyard, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Exhume</div><div>1</div><div>B</div></div><div><div>Sorcery</div><div>Each player puts a creature card from their graveyard onto the battlefield.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Exhume</div><div><div>1</div><div>B</div></div></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><div>Exhume</div><div><div>1</div><div>B</div></div></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><div>Exhume</div><div><div>1</div><div>B</div></div></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><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>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>                  |

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| <div><div><div><b>Griselbrand</b></div><div><div>4</div><div>B</div><div>B</div><div>B</div><div>B</div></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></div></div> | <div><div><div><b>Griselbrand</b></div><div><div>4</div><div>B</div><div>B</div><div>B</div><div>B</div></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></div></div> | <div><div><div><b>Griselbrand</b></div><div><div>4</div><div>B</div><div>B</div><div>B</div><div>B</div></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></div></div> | <div><div><div><b>Lotus Petal</b></div><div>0</div></div><div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         |
| <div><div><div><b>Lotus Petal</b></div><div>0</div></div><div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                       | <div><div><div><b>Lotus Petal</b></div><div>0</div></div><div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                       | <div><div><div><b>Lotus Petal</b></div><div>0</div></div><div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                       | <div><div><div><b>Marsh Flats</b></div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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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>Coffin Purge</div> <div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Exile target card from a graveyard. Flashback {B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                         | <div> <div>Faerie Macabre</div> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying</p> <p>Discard this card: Exile up to two target cards from graveyards.</p> </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                       | <div> <div>Magus of the Moon</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Creature -- Human Wizard</div> <div> <p>Nonbasic lands are Mountains.</p> </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Pyroblast</div> <div> <div>R</div> </div> </div> <div>Instant</div> <div> <p>Choose one --</p> <p>* Counter target spell if it's blue.</p> <p>* Destroy target permanent if it's blue.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - wonderPreaux - 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



**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

©

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

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev