

Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boros Battleshaper 5RWB Creature -- Minotaur Soldier At the beginning of each combat, up to one target creature attacks or blocks this combat if able and up to one target creature can't attack or block this combat. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boros Battleshaper 5RWB Creature -- Minotaur Soldier At the beginning of each combat, up to one target creature attacks or blocks this combat if able and up to one target creature can't attack or block this combat. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Boros Battleshaper ⑤③① Creature -- Minotaur Soldier At the beginning of each combat, up to one target creature attacks or blocks this combat if able and up to one target creature can't attack or block this combat. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boros Battleshaper ⑤③① Creature -- Minotaur Soldier At the beginning of each combat, up to one target creature attacks or blocks this combat if able and up to one target creature can't attack or block this combat. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Didgeridoo ① Artifact {3}: You may put a Minotaur permanent card from your hand onto the battlefield. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Didgeridoo ① Artifact {3}: You may put a Minotaur permanent card from your hand onto the battlefield. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - Domotoro - Legacy (Legacy Challenge 32)

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

Fury ③ ④ ④ Creature -- Elemental Incarnation Double strike When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers. Evoke--Exile a red card from your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fury ③ ④ ④ Creature -- Elemental Incarnation Double strike When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers. Evoke--Exile a red card from your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grindstone ① Artifact {3}, {T}: Target player mills two cards. If two cards that share a color were milled this way, repeat this process. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grindstone ① Artifact {3}, {T}: Target player mills two cards. If two cards that share a color were milled this way, repeat this process. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lotus Petal ⑥ Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lotus Petal ⑥ Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moraug, Fury of Akoum ④ ④ ④ Legendary Creature -- Minotaur Warrior Each creature you control gets +1/+0 for each time it has attacked this turn. Landfall -- Whenever a land you control enters, if it's your main phase, there's an additional combat phase after this phase. At the beginning of that combat, untap all creatures you control. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moraug, Fury of Akoum ④ ④ ④ Legendary Creature -- Minotaur Warrior Each creature you control gets +1/+0 for each time it has attacked this turn. Landfall -- Whenever a land you control enters, if it's your main phase, there's an additional combat phase after this phase. At the beginning of that combat, untap all creatures you control. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Painter's Servant ② Artifact Creature -- Scarecrow As this creature enters, choose a color. All cards that aren't on the battlefield, spells, and permanents are the chosen color in addition to their other colors. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Painter's Servant ② Artifact Creature -- Scarecrow As this creature enters, choose a color. All cards that aren't on the battlefield, spells, and permanents are the chosen color in addition to their other colors. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Painter's Servant ② Artifact Creature -- Scarecrow As this creature enters, choose a color. All cards that aren't on the battlefield, spells, and permanents are the chosen color in addition to their other colors. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Painter's Servant ② Artifact Creature -- Scarecrow As this creature enters, choose a color. All cards that aren't on the battlefield, spells, and permanents are the chosen color in addition to their other colors. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pithing Needle ① Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prismatic Vista Land {T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prismatic Vista Land {T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prismatic Vista Land {T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one --

- ```
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
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```

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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.

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Legendary Creature -- Minotaur Warrior

Whenever Sethron or another nontoken Minotaur you control enters, create a 2/3 red Minotaur creature token. {2}/{B/R}: Minotaurs you control get +1/+0 and gain menace and haste until end of turn. ({B/R} can be paid with either {B} or {R}.)

4/4

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Creature -- Ape Spirit

Exile this card from your hand: Add {R}.

2/2

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Simian Spirit Guide</div><div>2R</div><div>Creature -- Ape Spirit</div><div>Exile this card from your hand: Add {R}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                     | <div><div>Simian Spirit Guide</div><div>2R</div><div>Creature -- Ape Spirit</div><div>Exile this card from your hand: Add {R}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                     | <div><div>Simian Spirit Guide</div><div>2R</div><div>Creature -- Ape Spirit</div><div>Exile this card from your hand: Add {R}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                     | <div><div>Soul-Guide Lantern</div><div>1</div><div>Artifact</div><div>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                              |
| <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Vexing Bauble</div><div>1</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Vexing Bauble</div><div>1</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Vexing Bauble</div><div>1</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Abrade</div><div>1R</div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div>Abrade</div><div>1R</div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div>Abrade</div><div>1R</div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div>Abrade</div><div>1R</div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            |

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| <b>Blood Moon</b> (2)(R)<br><hr/> Enchantment<br><hr/> Nonbasic lands are Mountains.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                 | <b>Blood Moon</b> (2)(R)<br><hr/> Enchantment<br><hr/> Nonbasic lands are Mountains.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                 | <b>Blood Moon</b> (2)(R)<br><hr/> Enchantment<br><hr/> Nonbasic lands are Mountains.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                 | <b>Faerie Macabre</b> (1)(B)(B)<br><hr/> Creature -- Faerie Rogue<br><hr/> Flying<br>Discard this card: Exile up to two target cards from graveyards.<br><br>[sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <b>Faerie Macabre</b> (1)(B)(B)<br><hr/> Creature -- Faerie Rogue<br><hr/> Flying<br>Discard this card: Exile up to two target cards from graveyards.<br><br>[sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Faerie Macabre</b> (1)(B)(B)<br><hr/> Creature -- Faerie Rogue<br><hr/> Flying<br>Discard this card: Exile up to two target cards from graveyards.<br><br>[sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Faerie Macabre</b> (1)(B)(B)<br><hr/> Creature -- Faerie Rogue<br><hr/> Flying<br>Discard this card: Exile up to two target cards from graveyards.<br><br>[sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Magus of the Moon</b> (2)(R)<br><hr/> Creature -- Human Wizard<br><hr/> Nonbasic lands are Mountains.<br><br>[sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                              |

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| <div> <div> <b>Magus of the Moon</b> <div> <div>2</div> <div>R</div> </div> </div> <div> <div> <div> <div>Creature -- Human Wizard</div> <div>Nonbasic lands are Mountains.</div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Red Elemental Blast</b> <div> <div>R</div> </div> </div> <div> <div> <div>Instant</div> <div>Choose one --</div> <div>* Counter target blue spell.</div> <div>* Destroy target blue permanent.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Red Elemental Blast</b> <div> <div>R</div> </div> </div> <div> <div> <div>Instant</div> <div>Choose one --</div> <div>* Counter target blue spell.</div> <div>* Destroy target blue permanent.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |  |
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