

1 B

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.

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## Archon of Cruelty (6)(B)(B)

**Flying**  
Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.

**6/6**

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6/6

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Atraxa, Grand Unifier (3)(G)(W)(U)(B)

Flying, vigilance, deathtouch, lifelink

When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)

7/7

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| <p><b>Atraxa, Grand Unifier</b> ③⑥⑦⑧⑨</p> <p>Legendary Creature -- Phyrexian Angel</p> <p>Flying, vigilance, deathtouch, lifelink</p> <p>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</p> <p>7/7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Badlands</b></p> <p>Land -- Swamp Mountain</p> <p>([T]: Add [B] or [R].)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                           | <p><b>Badlands</b></p> <p>Land -- Swamp Mountain</p> <p>([T]: Add [B] or [R].)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                           | <p><b>Bloodstained Mire</b></p> <p>Land</p> <p>[T], Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Bloodstained Mire</b></p> <p>Land</p> <p>[T], Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                     | <p><b>Cabal Therapy</b> ⑧</p> <p>Sorcery</p> <p>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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Cabal Therapy</b> ⑧</p> <p>Sorcery</p> <p>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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Dark Ritual</b> ⑧</p> <p>Instant</p> <p>Add [B][B][B].</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                      |

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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>                                                                            |
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®

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.)

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4 B B B B

Flying, lifelink  
Pay 7 life: Draw seven cards.

7/7

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7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Raucous Theater</div><div>Land -- Swamp Mountain</div><div>([T]): Add [B] or [R].)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   |
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| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>( {T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>( {T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div>Thoughtseize</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>Thoughtseize</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>Thoughtseize</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>Thoughtseize</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>Underground Sea</div><div>Land -- Island Swamp</div><div>( {T}: Add {U} or {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                               | <div><div>Unmask</div><div>Sorcery</div><div>You may exile a black card from your hand rather than pay this spell's mana cost. 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> |

3 B

You may exile a black card from your hand rather than pay this spell's mana cost.  
Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card.

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Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card.

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## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}{C}. This land deals 2 damage to you.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}{C}. This land deals 2 damage to you.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Add {C}{C}. This land deals 2 damage to you.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Emrakul, the Aeons Torn (15)

Legendary Creature -- Eldrazi

This spell can't be countered.  
When you cast this spell, take an extra turn after this one.  
Flying, protection from spells that are one or more colors, annihilator 6  
When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.

[sideboard]

15/15

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| <p><b>Sheoldred, the Apocalypse</b> (2)(B)(B)</p> <p>Legendary Creature -- Phyrexian Praetor</p> <p>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</p> <p>[sideboard]</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Show and Tell</b> (2)(U)</p> <p>Sorcery</p> <p>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                        | <p><b>Show and Tell</b> (2)(U)</p> <p>Sorcery</p> <p>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                        | <p><b>Show and Tell</b> (2)(U)</p> <p>Sorcery</p> <p>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                        |
| <p><b>Show and Tell</b> (2)(U)</p> <p>Sorcery</p> <p>Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                   | <p><b>Sneak Attack</b> (3)(R)</p> <p>Enchantment</p> <p>{R}: You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice the creature at the beginning of the next end step.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Sneak Attack</b> (3)(R)</p> <p>Enchantment</p> <p>{R}: You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice the creature at the beginning of the next end step.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Sneak Attack</b> (3)(R)</p> <p>Enchantment</p> <p>{R}: You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice the creature at the beginning of the next end step.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

**Playtest cards - Magic\_Dads71522 - Legacy (Legacy Challenge 32)**

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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Sneak Attack</div> <div> <div>3</div> <div>R</div> </div> </div> <div> <div>Enchantment</div> <div> <div>{R}: You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice the creature at the beginning of the next end step.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Surgical Extraction</div> <div> <div>BP</div> </div> </div> <div> <div>Instant</div> <div> <div>{B/P} can be paid with either {B} or 2 life.)</div> <div>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Surgical Extraction</div> <div> <div>BP</div> </div> </div> <div> <div>Instant</div> <div> <div>{B/P} can be paid with either {B} or 2 life.)</div> <div>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div> </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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