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| <div><div><div>Barrowgoyf</div><div><div>2</div><div>B</div></div></div><div><div>Creature -- Lhurgoyf</div><div>Deathtouch, lifelink<br/>Barrowgoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.<br/>Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand.</div><div><div>* / 1 + *</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Barrowgoyf</div><div><div>2</div><div>B</div></div></div><div><div>Creature -- Lhurgoyf</div><div>Deathtouch, lifelink<br/>Barrowgoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.<br/>Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand.</div><div><div>* / 1 + *</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Barrowgoyf</div><div><div>2</div><div>B</div></div></div><div><div>Creature -- Lhurgoyf</div><div>Deathtouch, lifelink<br/>Barrowgoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.<br/>Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand.</div><div><div>* / 1 + *</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Bayou</div></div><div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.</div><div><div>2 / 2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                                                                         |
| <div><div><div>Bayou</div></div><div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.</div><div><div>0 / 1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                                                                                                                                                                                                          | <div><div><div>Birds of Paradise</div><div><div>6</div></div></div><div><div>Creature -- Bird</div><div>Flying<br/>{T}: Add one mana of any color.</div><div><div>0 / 1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                                                                                                                                                     | <div><div><div>Bojuka Bog</div></div><div><div>Land</div><div>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</div><div><div>2 / 2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                                                                                                                                   | <div><div><div>Bristly Bill, Spine Sower</div><div><div>1</div><div>6</div></div></div><div><div>Legendary Creature -- Plant Druid</div><div>Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature.<br/>{3}{G}{G}: Double the number of +1/+1 counters on each creature you control.</div><div><div>2 / 2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |



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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                           | <div>Gaea's Cradle</div> <div>Legendary Land</div> <div>{T}: Add {G} for each creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                            | <div>Green Sun's Zenith</div> <div>Sorcery</div> <div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                  | <div>Green Sun's Zenith</div> <div>Sorcery</div> <div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   |
| <div>Green Sun's Zenith</div> <div>Sorcery</div> <div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Green Sun's Zenith</div> <div>Sorcery</div> <div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Grist, the Hunger Tide</div> <div>Legendary Planeswalker -- Grist</div> <div>As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.<br/>[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.<br/>[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.<br/>[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Hedge Maze</div> <div>Land -- Forest Island</div> <div>{T}: Add {G} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div> <b>Ignoble Hierarchy</b> <div>6</div> </div> <div>           Creature -- Goblin Shaman         </div> <div>           Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br/>           {T}: Add {B}, {R}, or {G}.         </div> <div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                               | <div> <div> <b>Ignoble Hierarchy</b> <div>6</div> </div> <div>           Creature -- Goblin Shaman         </div> <div>           Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br/>           {T}: Add {B}, {R}, or {G}.         </div> <div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> <b>Ignoble Hierarchy</b> <div>6</div> </div> <div>           Creature -- Goblin Shaman         </div> <div>           Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br/>           {T}: Add {B}, {R}, or {G}.         </div> <div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> <b>Keen-Eyed Curator</b> <div>66</div> </div> <div>           Creature -- Raccoon Scout         </div> <div>           As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.<br/>           {1}: Exile target card from a graveyard.         </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
| <div> <div> <b>Lavaspur Boots</b> <div>1</div> </div> <div>           Artifact -- Equipment         </div> <div>           Equipped creature gets +1/+0 and has haste and ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)<br/>           Equip {1}         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> <b>Misty Rainforest</b> </div> <div>           Land         </div> <div>           {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                    | <div> <div> <b>Misty Rainforest</b> </div> <div>           Land         </div> <div>           {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                    | <div> <div> <b>Misty Rainforest</b> </div> <div>           Land         </div> <div>           {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                 |

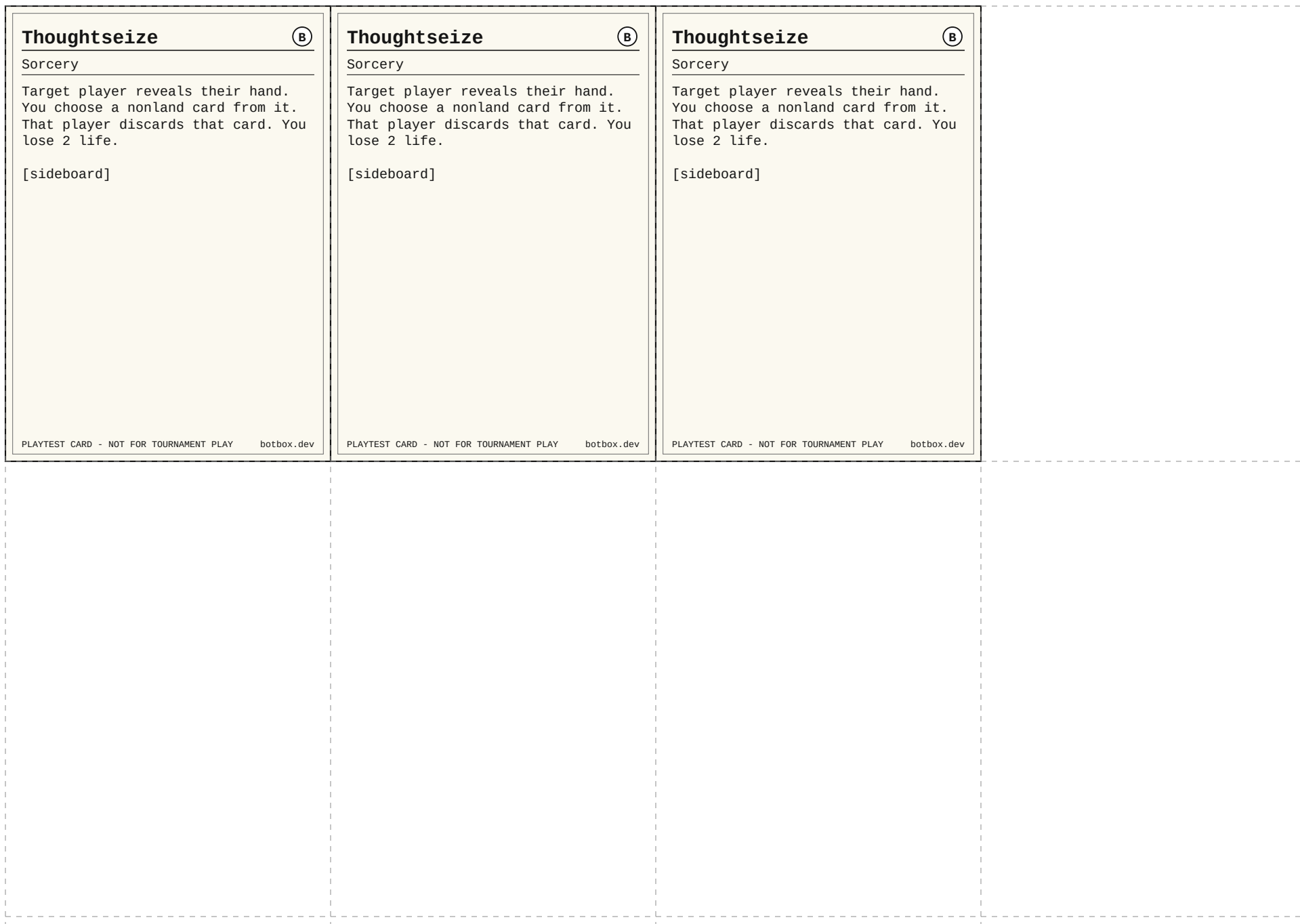
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| <div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                  | <div><div>Nadu, Winged Wisdom 16U</div><div>Legendary Creature -- Bird Wizard</div><div>Flying<br/>Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn."</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nadu, Winged Wisdom 16U</div><div>Legendary Creature -- Bird Wizard</div><div>Flying<br/>Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn."</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Outland Liberator 16</div><div>Creature -- Human Werewolf</div><div>{1}, Sacrifice this creature: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div><div>2/2</div><div>BACK FACE</div><div><div>Frenzied Trapbreaker</div><div>Creature -- Werewolf</div><div>{1}, Sacrifice this creature: Destroy target artifact or enchantment. Whenever this creature attacks, destroy target artifact or enchantment defending player controls. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div>Questing Beast 266</div><div>Legendary Creature -- Beast</div><div>Vigilance, deathtouch, haste<br/>Questing Beast can't be blocked by creatures with power 2 or less. Combat damage that would be dealt by creatures you control can't be prevented.<br/>Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ramunap Excavator 26</div><div>Creature -- Snake Cleric</div><div>You may play lands from your graveyard.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                   | <div><div>Shuko 1</div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+0. Equip {0} ({0}: Attach to target creature you control. Equip only as a sorcery.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                            | <div><div>Springheart Nantuko 16</div><div>Enchantment Creature -- Insect Monk</div><div>Bestow {1}{G}<br/>Enchanted creature gets +1/+1. Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                               |

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| <div><div><div>Springheart Nantuko</div><div><div>1</div><div>6</div></div></div><div>Enchantment Creature -- Insect Monk</div><div>Bestow {1}{G}<br/>Enchanted creature gets +1/+1.<br/>Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.</div><div><div>1/1</div></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>Talon Gates of Madara</div><div>Land -- Gate</div><div>When this land enters, up to one target creature phases out.<br/>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.<br/>{4}: Put this card from your hand onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                             | <div><div>Tropical Island</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.</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>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>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                  |
| <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Wight of the Reliquary <div>BG</div></div><div>Creature -- Zombie Knight</div><div>Vigilance<br/>This creature gets +1/+1 for each creature card in your graveyard.<br/>{T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <div><div>Faerie Macabre</div><div><div>1</div><div>B</div><div>B</div></div></div> <div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>Discard this card: Exile up to two target cards from graveyards.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Faerie Macabre</div><div><div>1</div><div>B</div><div>B</div></div></div> <div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>Discard this card: Exile up to two target cards from graveyards.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                           | <div><div>Force of Vigor</div><div><div>2</div><div>G</div><div>G</div></div></div> <div><div>Instant</div><div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             | <div><div>Haywire Mite</div><div><div>1</div></div></div> <div><div>Artifact Creature -- Insect</div><div>When this creature dies, you gain 2 life.</div><div>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      |
| <div><div>Leovold, Emissary of Trest</div><div><div>B</div><div>G</div><div>U</div></div></div> <div><div>Legendary Creature -- Elf Advisor</div><div>Each opponent can't draw more than one card each turn.</div><div>Whenever you or a permanent you control becomes the target of a spell or ability an opponent controls, you may draw a card.</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Opposition Agent</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Human Rogue</div><div>Flash</div><div>You control your opponents while they're searching their libraries. While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them.</div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Opposition Agent</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Human Rogue</div><div>Flash</div><div>You control your opponents while they're searching their libraries. While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them.</div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soul-Guide Lantern</div><div><div>1</div></div></div> <div><div>Artifact</div><div>When this artifact enters, exile target card from a graveyard.</div><div>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</div><div>{1}, {T}, Sacrifice this artifact: Draw a card.</div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



Playtest cards - Siviero, Renato - Legacy (SP Legacy - Etapa 2 - 2025)

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 10/10 - 3 cards - 2.5 x 3.5 in each