

U

Draw three cards, then put two cards from your hand on top of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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① U U

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Flash
Flying
This creature can block only creatures
with flying.
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3/1

- - - ADVENTURE - - -

①②

Return target nonland permanent an  
opponent controls to its owner's hand.

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① ②

You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.

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| <div> <div>Daze</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.</div> <div>1/1</div> <div>----- BACK FACE -----</div> <div> <div>Insectile Aberration</div> <div> <div>Creature -- Human Insect</div> <div>Flying</div> </div> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                          | <div> <div>Delver of Secrets</div> <div> <div>U</div> </div> </div> <div>Creature -- Human Wizard</div> <div>At the beginning of your upkeep, look at the top card of your library. You may reveal that card. If an instant or sorcery card is revealed this way, transform this creature.</div> <div>1/1</div> <div>----- BACK FACE -----</div> <div> <div>Insectile Aberration</div> <div> <div>Creature -- Human Insect</div> <div>Flying</div> </div> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div> <div>Delver of Secrets</div> <div> <div>U</div> </div> </div> <div>Creature -- Human Wizard</div> <div>At the beginning of your upkeep, look at the top card of your library. You may reveal that card. If an instant or sorcery card is revealed this way, transform this creature.</div> <div>1/1</div> <div>----- BACK FACE -----</div> <div> <div>Insectile Aberration</div> <div> <div>Creature -- Human Insect</div> <div>Flying</div> </div> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                             | <div> <div>Delver of Secrets</div> <div> <div>U</div> </div> </div> <div>Creature -- Human Wizard</div> <div>At the beginning of your upkeep, look at the top card of your library. You may reveal that card. If an instant or sorcery card is revealed this way, transform this creature.</div> <div>1/1</div> <div>----- BACK FACE -----</div> <div> <div>Insectile Aberration</div> <div> <div>Creature -- Human Insect</div> <div>Flying</div> </div> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                             |
| <div> <div>Delver of Secrets</div> <div> <div>U</div> </div> </div> <div>Creature -- Human Wizard</div> <div>At the beginning of your upkeep, look at the top card of your library. You may reveal that card. If an instant or sorcery card is revealed this way, transform this creature.</div> <div>1/1</div> <div>----- BACK FACE -----</div> <div> <div>Insectile Aberration</div> <div> <div>Creature -- Human Insect</div> <div>Flying</div> </div> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div> <div>Dismember</div> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div>Instant</div> <div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div> <div>1/1</div> <div>----- BACK FACE -----</div> <div> <div>Insectile Aberration</div> <div> <div>Creature -- Human Insect</div> <div>Flying</div> </div> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                | <div> <div>Dragon's Rage Channeler</div> <div> <div>R</div> </div> </div> <div>Creature -- Human Shaman</div> <div>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</div> <div>1/1</div> <div>----- BACK FACE -----</div> <div> <div>Insectile Aberration</div> <div> <div>Creature -- Human Insect</div> <div>Flying</div> </div> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div> <div>Dragon's Rage Channeler</div> <div> <div>R</div> </div> </div> <div>Creature -- Human Shaman</div> <div>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</div> <div>1/1</div> <div>----- BACK FACE -----</div> <div> <div>Insectile Aberration</div> <div> <div>Creature -- Human Insect</div> <div>Flying</div> </div> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - Nguyen, Wesley - Legacy (Uncut Sheet Legacy - SCG CON Atlanta - Friday -

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

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| <div> <div>Dragon's Rage Channeler (R)</div> <div>Creature -- Human Shaman</div> <div> Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br/> Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able. </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Dragon's Rage Channeler (R)</div> <div>Creature -- Human Shaman</div> <div> Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br/> Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able. </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Flooded Strand</div> <div>Land</div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>  | <div> <div>Force of Will (3UU)</div> <div>Instant</div> <div> You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/> Counter target spell. </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Force of Will (3UU)</div> <div>Instant</div> <div> You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/> Counter target spell. </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                           | <div> <div>Force of Will (3UU)</div> <div>Instant</div> <div> You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/> Counter target spell. </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                           | <div> <div>Force of Will (3UU)</div> <div>Instant</div> <div> You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/> Counter target spell. </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Island</div> <div>Basic Land -- Island</div> <div> ({T}: Add {U}.) </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                            |

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| <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             |
| <div><div><div>Mishra's Bauble</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mishra's Bauble</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mishra's Bauble</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mishra's Bauble</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Misty Rainforest

Land

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

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## Murktide Regent

5 U U

Creature -- Dragon

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)

Flying

This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it. Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature.

3/3

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**Murktide Regent**

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This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it. Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature.

3/3

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## Polluted Delta

Land

{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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## Ponder

U

Sorcery

Look at the top three cards of your library, then put them back in any order. You may shuffle.  
Draw a card.

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| <div><div><div><div><div><div></div><div><b>Ponder</b></div><div><div><div>U</div></div></div></div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle.<br/>Draw a card.</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>Ponder</b></div><div><div><div>U</div></div></div></div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle.<br/>Draw a card.</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>Ponder</b></div><div><div><div>U</div></div></div></div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle.<br/>Draw a card.</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>Preordain</b></div><div><div><div>U</div></div></div></div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</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>Questing Druid</b></div><div><div><div>1G</div></div></div></div><div>Creature -- Human Druid</div><div>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</div><div><div>1/1</div></div><div><div>----- ADVENTURE -----</div></div><div><div><div><div><div></div><div><b>Seek the Beast</b></div><div><div><div>1R</div></div></div></div><div>Instant -- Adventure</div><div>Exile the top two cards of your library. Until your next end step, you may play those cards.</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></div><div><b>Questing Druid</b></div><div><div><div>1G</div></div></div></div><div>Creature -- Human Druid</div><div>Whenever you cast a spell that's white, blue, black, or red, put a +1/+1 counter on this creature.</div><div><div>1/1</div></div><div><div>----- ADVENTURE -----</div></div><div><div><div><div><div></div><div><b>Seek the Beast</b></div><div><div><div>1R</div></div></div></div><div>Instant -- Adventure</div><div>Exile the top two cards of your library. Until your next end step, you may play those cards.</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></div><div><b>Scalding Tarn</b></div><div><div><div></div></div></div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island 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><div><div><div><div><div></div><div><b>Scalding Tarn</b></div><div><div><div></div></div></div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island 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>                          |

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| <div>Scalding Tarn</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Scalding Tarn</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Unholy Heat</div> <div>Instant</div> <div>Unholy Heat deals 2 damage to target creature or planeswalker.<br/>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Volcanic Island</div> <div>Land -- Island Mountain</div> <div>{T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                            | <div>Volcanic Island</div> <div>Land -- Island Mountain</div> <div>{T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                            | <div>Volcanic Island</div> <div>Land -- Island Mountain</div> <div>{T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Volcanic Island</div> <div>Land -- Island Mountain</div> <div>{T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                              |

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| <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>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Counterbalance</div><div>Enchantment</div><div>Whenever an opponent casts a spell, you may reveal the top card of your library. If you do, counter that spell if it has the same mana value as the revealed card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Force of Negation</div><div>1UUU</div></div><div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Force of Negation</div><div>1UUU</div></div><div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Grafdigger's Cage</div><div>1</div></div><div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Grafdigger's Cage</div><div>1</div></div><div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Hydroblast</div><div>U</div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                   | <div><div><div>Hydroblast</div><div>U</div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                   | <div><div><div>Price of Progress</div><div>1R</div></div><div><div>Instant</div><div>Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                 | <div><div><div>Price of Progress</div><div>1R</div></div><div><div>Instant</div><div>Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                 |

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| <div><div><div>Pyroblast</div><div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pyroblast</div><div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pyroblast</div><div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |  |
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