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This spell can't be countered.  
Destroy target nonland permanent  
with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2GG

Any player may cast creature spells with mana value 3 or less without paying their mana costs and as though they had flash.

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( $\{T\}$ : Add  $\{B\}$  or  $\{G\}$ .)

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| <div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     |
| <div><div>Cavern Harpy</div><div>Creature -- Harpy Beast</div><div>Flying<br/>When this creature enters, return a blue or black creature you control to its owner's hand.<br/>Pay 1 life: Return this creature to its owner's hand.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern Harpy</div><div>Creature -- Harpy Beast</div><div>Flying<br/>When this creature enters, return a blue or black creature you control to its owner's hand.<br/>Pay 1 life: Return this creature to its owner's hand.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern Harpy</div><div>Creature -- Harpy Beast</div><div>Flying<br/>When this creature enters, return a blue or black creature you control to its owner's hand.<br/>Pay 1 life: Return this creature to its owner's hand.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Force of Will</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

3 U U

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.  
Counter target spell.

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**G U**

```
Flash
Flying
When this creature enters, draw a
card.
This creature has deathtouch as long
as you control at least three other
snow permanents.
```

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G U**

Flash  
Flying  
When this creature enters, draw a card.  
This creature has deathtouch as long as you control at least three other snow permanents.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, draw a card.  
This creature has deathtouch as long as you control at least three other snow permanents.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G U**

Flash  
Flying  
When this creature enters, draw a card.  
This creature has deathtouch as long as you control at least three other snow permanents.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B G U**

Each opponent can't draw more than one card each turn.  
Whenever you or a permanent you control becomes the target of a spell or ability an opponent controls, you may draw a card.

3/3

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## 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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## Okó, Thief of Crowns (1)(G)(U)

Legendary Planeswalker -- 0ko

```
[+2]: Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")
[+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.
[-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.
```

**L 4**

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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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### 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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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## Playtest cards - kogamo - 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 4/10 - 8 cards - 2.5 x 3.5 in each

U

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

Land

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

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{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

① ② ③

Artifact Creature -- Human Rogue

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Artifact Creature -- Human Rogue

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

2/2

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| <div><div><div>Shardless Agent</div><div><div>1</div><div>G</div><div>U</div></div></div><div>Artifact Creature -- Human Rogue</div><div>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shardless Agent</div><div><div>1</div><div>G</div><div>U</div></div></div><div>Artifact Creature -- Human Rogue</div><div>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Snow-Covered Forest</div></div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Snow-Covered Forest</div></div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Snow-Covered Island</div></div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                             | <div><div><div>Snow-Covered Island</div></div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                             | <div><div><div>Snow-Covered Island</div></div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Snow-Covered Swamp</div></div><div>Basic Snow Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   |

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| <div>Taiga</div> <div>Land -- Mountain Forest</div> <div>{T}: Add {R} or {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                       | <div>Tropical Island</div> <div>Land -- Forest Island</div> <div>{T}: Add {G} or {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                               | <div>Ukkima, Stalking Shadow 1UB</div> <div>Legendary Creature -- Whale Wolf</div> <div>Partner with Cazur, Ruthless Stalker (When this creature enters, target player may put Cazur into their hand from their library, then shuffle.) Ukkima can't be blocked. When Ukkima leaves the battlefield, it deals X damage to target player and you gain X life, where X is its power.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                    | <div>Underground Sea</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
| <div>Uro, Titan of Nature's Wrath 1GU</div> <div>Legendary Creature -- Elder Giant</div> <div>When Uro enters, sacrifice it unless it escaped. Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield. Escape--{G}{G}{U}{U}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Uro, Titan of Nature's Wrath 1GU</div> <div>Legendary Creature -- Elder Giant</div> <div>When Uro enters, sacrifice it unless it escaped. Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield. Escape--{G}{G}{U}{U}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Uro, Titan of Nature's Wrath 1GU</div> <div>Legendary Creature -- Elder Giant</div> <div>When Uro enters, sacrifice it unless it escaped. Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield. Escape--{G}{G}{U}{U}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Valki, God of Lies 1B</div> <div>Legendary Creature -- God</div> <div>When Valki enters, each opponent reveals their hand. For each opponent, exile a creature card they revealed this way until Valki leaves the battlefield. {X}: Choose a creature card exiled with Valki with mana value X. Valki becomes a copy of that card.</div> <div>2/1</div> <div>--- BACK FACE ---</div> <div>Tibalt, Cosmic Impostor 5BR</div> <div>Legendary Planeswalker -- Tibalt</div> <div>As Tibalt enters, you get an emblem with "You may play cards exiled with Tibalt, Cosmic Impostor, and you may spend mana as though it were mana of any color to cast those spells." [+2]: Exile the top card of each player's library. [-3]: Exile target artifact or creature. [-8]: Exile all graveyards. Add {R}{R}{R}.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

# Playtest cards - kogamo - 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 7/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Valki, God of Lies</b> <span>1B</span> </div> <div>           Legendary Creature -- God         </div> <div> <p>When Valki enters, each opponent reveals their hand. For each opponent, exile a creature card they revealed this way until Valki leaves the battlefield.</p> <p>{X}: Choose a creature card exiled with Valki with mana value X. Valki becomes a copy of that card.</p> </div> <div> <div>2/1</div> <div> <div> <div> </div> <div> </div> </div> </div> <div> <div> <b>Tibalt, Cosmic Impostor</b> <span>5BR</span> </div> <div>           Legendary Planeswalker -- Tibalt         </div> <div> <p>As Tibalt enters, you get an emblem with "You may play cards exiled with Tibalt, Cosmic Impostor, and you may spend mana as though it were mana of any color to cast those spells."</p> <p>[+2]: Exile the top card of each player's library.</p> <p>[-3]: Exile target artifact or creature.</p> <p>[-8]: Exile all graveyards. Add {R}{R}{R}.</p> </div> <div> <div>L 5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div></div> | <div> <b>Valki, God of Lies</b> <span>1B</span> </div> <div>           Legendary Creature -- God         </div> <div> <p>When Valki enters, each opponent reveals their hand. For each opponent, exile a creature card they revealed this way until Valki leaves the battlefield.</p> <p>{X}: Choose a creature card exiled with Valki with mana value X. Valki becomes a copy of that card.</p> </div> <div> <div>2/1</div> <div> <div> <div> </div> <div> </div> </div> </div> <div> <div> <b>Tibalt, Cosmic Impostor</b> <span>5BR</span> </div> <div>           Legendary Planeswalker -- Tibalt         </div> <div> <p>As Tibalt enters, you get an emblem with "You may play cards exiled with Tibalt, Cosmic Impostor, and you may spend mana as though it were mana of any color to cast those spells."</p> <p>[+2]: Exile the top card of each player's library.</p> <p>[-3]: Exile target artifact or creature.</p> <p>[-8]: Exile all graveyards. Add {R}{R}{R}.</p> </div> <div> <div>L 5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div></div> | <div> <b>Verdant Catacombs</b> </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           botbox.dev         </div> </div>                                                                                                              | <div> <b>Volcanic Island</b> </div> <div>           Land -- Island Mountain         </div> <div> <p>{T}: Add {U} or {R}.)</p> </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                           |
| <div> <b>Back to Basics</b> <span>2U</span> </div> <div>           Enchantment         </div> <div> <p>Nonbasic lands don't untap during their controllers' untap steps.</p> <p>[sideboard]</p> </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div> <b>Carpet of Flowers</b> <span>G</span> </div> <div>           Enchantment         </div> <div> <p>At the beginning of each of your main phases, if you haven't added mana with this ability this turn, you may add X mana of any one color, where X is the number of Islands target opponent controls.</p> <p>[sideboard]</p> </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | <div> <b>Carpet of Flowers</b> <span>G</span> </div> <div>           Enchantment         </div> <div> <p>At the beginning of each of your main phases, if you haven't added mana with this ability this turn, you may add X mana of any one color, where X is the number of Islands target opponent controls.</p> <p>[sideboard]</p> </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Force of Negation</b> <span>1UU</span> </div> <div>           Instant         </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |



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| <div> <b>Force of Negation</b> <span>1UU</span> </div> <div> Instant </div> <div> <p>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.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Plague Engineer</b> <span>2B</span> </div> <div> Creature -- Phyrexian Carrier </div> <div> <p>Deathtouch<br/>As this creature enters, choose a creature type. Creatures of the chosen type your opponents control get -1/-1.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Plague Engineer</b> <span>2B</span> </div> <div> Creature -- Phyrexian Carrier </div> <div> <p>Deathtouch<br/>As this creature enters, choose a creature type. Creatures of the chosen type your opponents control get -1/-1.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Pyroblast</b> <span>R</span> </div> <div> Instant </div> <div> <p>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                             |
| <div> <b>Pyroblast</b> <span>R</span> </div> <div> Instant </div> <div> <p>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                 | <div> <b>Red Elemental Blast</b> <span>R</span> </div> <div> Instant </div> <div> <p>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                           | <div> <b>Soul-Guide Lantern</b> <span>1</span> </div> <div> Artifact </div> <div> <p>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.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Surgical Extraction</b> <span>BP</span> </div> <div> Instant </div> <div> <p>{B/P} can be paid with either {B} or 2 life.)<br/>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.</p> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

## Surgical Extraction

BP

Instant

({B/P} can be paid with either {B} or 2 life.)  
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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Veil of Summer

G

Instant

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Veil of Summer

G

Instant

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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