

Bayou

Land - - Swamp Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Birds of Paradise

G

Creature -- Bird

Flying
{T}: Add one mana of any color.

0/1

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Flying
{T}: Add one mana of any color.

0/1

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Bojuka Bog

Land

This land enters tapped.
When this land enters, exile target
player's graveyard.
{T}: Add {B}.

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Devoted Druid

① ⑥

Creature -- Elf Druid

{T}: Add {G}.
Put a -1/-1 counter on this
creature: Untap this creature.

0/2

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Devoted Druid 1 6 Creature -- Elf Druid {T}: Add {G}. Put a -1/-1 counter on this creature: Untap this creature. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Devoted Druid 1 6 Creature -- Elf Druid {T}: Add {G}. Put a -1/-1 counter on this creature: Untap this creature. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Devoted Druid 1 6 Creature -- Elf Druid {T}: Add {G}. Put a -1/-1 counter on this creature: Untap this creature. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dryad Arbor 1 1 Land Creature -- Forest Dryad (This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Duskwatch Recruiter 1 6 Creature -- Human Warrior Werewolf {2}{G}: Look at the top three cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order. At the beginning of each upkeep, if no spells were cast last turn, transform this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiend Artisan 6/6 6/6 Creature -- Nightmare This creature gets +1/+1 for each creature card in your graveyard. {X}{B/G}, {T}, Sacrifice another creature: Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Activate only as a sorcery. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiend Artisan 6/6 6/6 Creature -- Nightmare This creature gets +1/+1 for each creature card in your graveyard. {X}{B/G}, {T}, Sacrifice another creature: Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Activate only as a sorcery. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiend Artisan 6/6 6/6 Creature -- Nightmare This creature gets +1/+1 for each creature card in your graveyard. {X}{B/G}, {T}, Sacrifice another creature: Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Activate only as a sorcery. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Biggie888 - Legacy (Kalmar Eternal Proxymänlig legacy - Calcon)

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

B/G B/G

This creature gets +1/+1 for each creature card in your graveyard. {X}{B/G}, {T}, Sacrifice another creature: Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Activate only as a sorcery.

1/1

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Basic Land -- Forest

$$(\{T\} : \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

(X) (G)

Sorcery

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.

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(X) (G)

Sorcery

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.

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X G

Sorcery

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Sorcery

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.

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1 B G

Legendary Planeswalker -- Grist

As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.

[+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.

[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.

[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.

L 3

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3 B

Creature -- Squirrel Warlock

Menace
Whenever this creature enters or attacks, exile up to one target card from a graveyard and create a Food token.
Foods you control have all activated abilities of all creature cards exiled with this creature.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Hazel's Brewmaster (3)(B) Creature -- Squirrel Warlock Menace Whenever this creature enters or attacks, exile up to one target card from a graveyard and create a Food token. Foods you control have all activated abilities of all creature cards exiled with this creature. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hazel's Brewmaster (3)(B) Creature -- Squirrel Warlock Menace Whenever this creature enters or attacks, exile up to one target card from a graveyard and create a Food token. Foods you control have all activated abilities of all creature cards exiled with this creature. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karakas Legendary Land {T}: Add {W}. {T}: Return target legendary creature to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of the Reliquary (1)(G)(W) Creature -- Human Knight This creature gets +1/+1 for each land card in your graveyard. {T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Knight of the Reliquary (1)(G)(W) Creature -- Human Knight This creature gets +1/+1 for each land card in your graveyard. {T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of the Reliquary (1)(G)(W) Creature -- Human Knight This creature gets +1/+1 for each land card in your graveyard. {T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kutzil, Malamet Exemplar (1)(G)(W) Legendary Creature -- Cat Warrior Your opponents can't cast spells during your turn. Whenever one or more creatures you control each with power greater than its base power deals combat damage to a player, draw a card. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lair of the Hydra Land If you control two or more other lands, this land enters tapped. {T}: Add {G}. {X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

Land -- Forest Plains

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Legendary Artifact -- Equipment

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Land

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Instant

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Instant

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Basic Land -- Plains

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Beast

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Artifact

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Savannah Land -- Forest Plains ({T}): Add {G} or {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scrubland Land -- Plains Swamp ({T}): Add {W} or {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shadowspear ① Legendary Artifact -- Equipment Equipped creature gets +1/+1 and has trample and lifelink. {1}: Permanents your opponents control lose hexproof and indestructible until end of turn. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}): Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swift Reconfiguration Ⓜ Enchantment -- Aura Flash Enchant creature or Vehicle Enchanted permanent is a Vehicle artifact with crew 5 and it loses all other card types. (It's not a creature unless it's crewed.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swift Reconfiguration Ⓜ Enchantment -- Aura Flash Enchant creature or Vehicle Enchanted permanent is a Vehicle artifact with crew 5 and it loses all other card types. (It's not a creature unless it's crewed.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swift Reconfiguration Ⓜ Enchantment -- Aura Flash Enchant creature or Vehicle Enchanted permanent is a Vehicle artifact with crew 5 and it loses all other card types. (It's not a creature unless it's crewed.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize Ⓑ Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground Mortuary Land -- Swamp Forest {T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Saga Enchantment Land -- Urza's Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." 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.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Saga Enchantment Land -- Urza's Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." 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.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Verdant Catacombs 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 PLAYbotbox.dev	Verdant Catacombs 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 PLAYbotbox.dev	Verdant Catacombs 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 PLAYbotbox.dev	Walking Ballista X X Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abrupt Decay Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abrupt Decay Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deafening Silence Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Deafening Silence (W) Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Vigor (2)(G)(G) Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Vigor (2)(G)(G) Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gaddock Teeg (G)(W) Legendary Creature -- Kithkin Advisor Noncreature spells with mana value 4 or greater can't be cast. Noncreature spells with {X} in their mana costs can't be cast. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Keen-Eyed Curator (G)(G) Creature -- Raccoon Scout As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample. {1}: Exile target card from a graveyard. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void (2)(B)(B) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void (2)(B)(B) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void (2)(B)(B) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

