

U

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

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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 - - -

① ②

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

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Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay  $\{R\}$ . If the player does, they may copy this spell and may choose a new target for that copy.

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## ①②

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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①②

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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> <p>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}.</p> </div> <div> <div>1/1</div> <div> <div>BACK FACE</div> </div> <div> <div>Insectile Aberration</div> <div> <div>Creature -- Human Insect</div> <div>Flying</div> </div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                          | <div> <div>Daze</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>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}.</p> </div> <div> <div>1/1</div> <div> <div>BACK FACE</div> </div> <div> <div>Insectile Aberration</div> <div> <div>Creature -- Human Insect</div> <div>Flying</div> </div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                          | <div> <div>Delver of Secrets</div> <div> <div>U</div> </div> </div> <div>Creature -- Human Wizard</div> <div> <p>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.</p> </div> <div> <div>1/1</div> <div> <div>BACK FACE</div> </div> <div> <div>Insectile Aberration</div> <div> <div>Creature -- Human Insect</div> <div>Flying</div> </div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                             | <div> <div>Delver of Secrets</div> <div> <div>U</div> </div> </div> <div>Creature -- Human Wizard</div> <div> <p>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.</p> </div> <div> <div>1/1</div> <div> <div>BACK FACE</div> </div> <div> <div>Insectile Aberration</div> <div> <div>Creature -- Human Insect</div> <div>Flying</div> </div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                             |
| <div> <div>Delver of Secrets</div> <div> <div>U</div> </div> </div> <div>Creature -- Human Wizard</div> <div> <p>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.</p> </div> <div> <div>1/1</div> <div> <div>BACK FACE</div> </div> <div> <div>Insectile Aberration</div> <div> <div>Creature -- Human Insect</div> <div>Flying</div> </div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Delver of Secrets</div> <div> <div>U</div> </div> </div> <div>Creature -- Human Wizard</div> <div> <p>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.</p> </div> <div> <div>1/1</div> <div> <div>BACK FACE</div> </div> <div> <div>Insectile Aberration</div> <div> <div>Creature -- Human Insect</div> <div>Flying</div> </div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Dragon's Rage Channeler</div> <div> <div>R</div> </div> </div> <div>Creature -- Human Shaman</div> <div> <p>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.</p> </div> <div> <div>1/1</div> <div> <div>BACK FACE</div> </div> <div> <div>Insectile Aberration</div> <div> <div>Creature -- Human Insect</div> <div>Flying</div> </div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Dragon's Rage Channeler</div> <div> <div>R</div> </div> </div> <div>Creature -- Human Shaman</div> <div> <p>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.</p> </div> <div> <div>1/1</div> <div> <div>BACK FACE</div> </div> <div> <div>Insectile Aberration</div> <div> <div>Creature -- Human Insect</div> <div>Flying</div> </div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

Playtest cards - PYR07 - Legacy (Charlotte Legacy League Season 1 Week 5)

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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| <b>Dragon's Rage Channeler</b> <sup>Ⓜ</sup><br><hr/> Creature -- Human Shaman<br><hr/> 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.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Dragon's Rage Channeler</b> <sup>Ⓜ</sup><br><hr/> Creature -- Human Shaman<br><hr/> 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.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Flooded Strand</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                              | <b>Flooded Strand</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                              |
| <b>Force of Negation</b> <sup>①</sup> <sup>U</sup> <sup>U</sup><br><hr/> Instant<br><hr/> 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.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                          | <b>Force of Will</b> <sup>③</sup> <sup>U</sup> <sup>U</sup><br><hr/> Instant<br><hr/> You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                  | <b>Force of Will</b> <sup>③</sup> <sup>U</sup> <sup>U</sup><br><hr/> Instant<br><hr/> You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Force of Will</b> <sup>③</sup> <sup>U</sup> <sup>U</sup><br><hr/> Instant<br><hr/> You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div><div>Force of Will</div><div><div>3</div><div>U</div><div>U</div></div></div><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 PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                       | <div><div><div>Lightning Bolt</div><div>R</div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                             | <div><div><div>Lightning Bolt</div><div>R</div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                             |
| <div><div><div>Lightning Bolt</div><div>R</div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                | <div><div><div>Lightning Bolt</div><div>R</div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mishra's Bauble</div><div>0</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mishra's Bauble</div><div>0</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <div>Mishra's Bauble</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                              | <div> <div>Mishra's Bauble</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                              | <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                      | <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Murktide Regent</div> <div>Creature -- Dragon</div> <div> Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/> Flying<br/> 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. </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Murktide Regent</div> <div>Creature -- Dragon</div> <div> Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/> Flying<br/> 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. </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Murktide Regent</div> <div>Creature -- Dragon</div> <div> Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/> Flying<br/> 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. </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Polluted Delta</div> <div>Land</div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>   |

## Land

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Sorcery

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Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Creature -- Human Druid

1/1

- - - ADVENTURE - -

Instant -- Adventure

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      bothbox.dev

Creature -- Human Druid

1/1

- - - ADVENTURE - -

Instant -- Adventure

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

## Land

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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>Spell Pierce</div> <div>Instant</div> <div>Counter target noncreature spell unless its controller pays {2}.</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>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><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                               | <div><div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                               | <div><div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      | <div><div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       |
| <div><div><div>Consign to Memory</div><div>Instant</div><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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Consign to Memory</div><div>Instant</div><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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Counterbalance</div><div>Enchantment</div><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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dismember</div><div>Instant</div><div><div>({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Hydroblast</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>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>Meltdown</div><div>Sorcery</div><div>Destroy each artifact with mana value X or less.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                     | <div><div><div>Null Rod</div><div>Artifact</div><div>Activated abilities of artifacts can't be activated.</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>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>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>Pyroblast</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>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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| <div> <div> Red Elemental Blast R </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Counter target blue spell.</li> <li>* Destroy target blue permanent.</li> </ul> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Surgical Extraction BP </div> <div> Instant </div> <div> ({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. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Unholy Heat R </div> <div> Instant </div> <div> Unholy Heat deals 2 damage to target creature or planeswalker. Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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