

**B G**

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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**G**

As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle.

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| <b>Dark Depths</b><br><hr/> Legendary Snow Land<br><hr/> <p>Dark Depths enters with ten ice counters on it.<br/>         {3}: Remove an ice counter from Dark Depths.<br/>         When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Dark Depths</b><br><hr/> Legendary Snow Land<br><hr/> <p>Dark Depths enters with ten ice counters on it.<br/>         {3}: Remove an ice counter from Dark Depths.<br/>         When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Dark Depths</b><br><hr/> Legendary Snow Land<br><hr/> <p>Dark Depths enters with ten ice counters on it.<br/>         {3}: Remove an ice counter from Dark Depths.<br/>         When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Dark Depths</b><br><hr/> Legendary Snow Land<br><hr/> <p>Dark Depths enters with ten ice counters on it.<br/>         {3}: Remove an ice counter from Dark Depths.<br/>         When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <b>Dryad Arbor</b><br><hr/> Land Creature -- Forest Dryad<br><hr/> <p>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                          | <b>Duress</b> <span>(B)</span><br><hr/> Sorcery<br><hr/> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                          | <b>Duress</b> <span>(B)</span><br><hr/> Sorcery<br><hr/> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                          | <b>Elvish Spirit Guide</b> <span>(2)(G)</span><br><hr/> Creature -- Elf Spirit<br><hr/> <p>Exile this card from your hand: Add {G}.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                       |

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



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| <div><div>Lotus Petal</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  | <div><div>Lotus Petal</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                  | <div><div>Lotus Petal</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                          | <div><div>Nurturing Peatland</div><div>Land</div><div>{T}, Pay 1 life: Add {B} or {G}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Pithing Needle</div><div>Artifact</div><div>As this artifact enters, choose a card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pithing Needle</div><div>Artifact</div><div>As this artifact enters, choose a card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sejiri Steppe</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, target creature you control gains protection from the color of your choice until end of turn.<br/>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            |

Basic Snow Land - - Swamp

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

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① ②

## Enchantment

At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

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① ⑥

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Ⓒ

Creature -- Human Wizard

Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)

1/1

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**G**

Creature -- Human Wizard

Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)

1/1

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① G

Sorcery

Search your library for a land card,  
reveal it, put it into your hand,  
then shuffle.

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① ⑥

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| <div><div>Sylvan Scrying</div><div>①⑥</div></div> <div>Sorcery</div> <div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thespian's Stage</div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                  | <div>Thespian's Stage</div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                  | <div>Thespian's Stage</div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                  |
| <div>Thespian's Stage</div> <div>Land</div> <div>{T}: Add {C}.<br/>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>              | <div>Thoughtseize</div> <div>⑧</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thoughtseize</div> <div>⑧</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thoughtseize</div> <div>⑧</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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## Legendary Land

Each land is a Swamp in addition to its other land types.

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BB

Creature -- Vampire Shaman

First strike  
Sacrifice this creature: Remove all  
counters from target permanent.

2/1

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## Land

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

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**B G**

Instant

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

[sidebar]

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2 G

## Enchantment

Islands don't untap during their controllers' untap steps.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

## Enchantment

Islands don't untap during their controllers' untap steps.

[sidebar]

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ⓑ

Instant

Exile target card from a graveyard.  
Flashback {B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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[sideboard]
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| <div> <div>Ground Seal</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, draw a card.<br/>Cards in graveyards can't be the targets of spells or abilities.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                       | <div> <div>Hymn to Tourach</div> <div> <div>B</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Target player discards two cards at random.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                           | <div> <div>Life from the Loam</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Return up to three target land cards from your graveyard to your hand.<br/>Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Rite of Consumption</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, sacrifice a creature.<br/>Rite of Consumption deals damage equal to the sacrificed creature's power to target player or planeswalker. You gain life equal to the damage dealt this way.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Rite of Consumption</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, sacrifice a creature.<br/>Rite of Consumption deals damage equal to the sacrificed creature's power to target player or planeswalker. You gain life equal to the damage dealt this way.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Rite of Consumption</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, sacrifice a creature.<br/>Rite of Consumption deals damage equal to the sacrificed creature's power to target player or planeswalker. You gain life equal to the damage dealt this way.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sphere of Resistance</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <p>Spells cost {1} more to cast.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                             | <div> <div>Sphere of Resistance</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <p>Spells cost {1} more to cast.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                |

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