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| <div><div>Arcum's Astrolabe</div><div>S</div><div>Snow Artifact</div><div>(S) can be paid with one mana from a snow source.)<br/>When this artifact enters, draw a card.<br/>{1}, {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arcum's Astrolabe</div><div>S</div><div>Snow Artifact</div><div>(S) can be paid with one mana from a snow source.)<br/>When this artifact enters, draw a card.<br/>{1}, {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Back to Basics</div><div>2U</div><div>Enchantment</div><div>Nonbasic lands don't untap during their controllers' untap steps.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               | <div><div>Back to Basics</div><div>2U</div><div>Enchantment</div><div>Nonbasic lands don't untap during their controllers' untap steps.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               |
| <div><div>Brainstorm</div><div>U</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>U</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>U</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>U</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> |

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| <div><div>Council's Judgment</div><div><div>1</div><div>W</div><div>W</div></div></div> <div>Sorcery</div> <div>Will of the council -- Starting with you, each player votes for a nonland permanent you don't control. Exile each permanent with the most votes or tied for most votes.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Counterbalance</div><div><div>U</div><div>U</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Counterbalance</div><div><div>U</div><div>U</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Counterspell</div><div><div>U</div><div>U</div></div></div> <div>Instant</div> <div>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                         |
| <div><div>Flooded Strand</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                             | <div><div>Flooded Strand</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                            | <div><div>Flooded Strand</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                            | <div><div>Flooded Strand</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <p><b>Force of Will</b> (3)(U)(U)</p> <p>Instant</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                      | <p><b>Force of Will</b> (3)(U)(U)</p> <p>Instant</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                                  | <p><b>Force of Will</b> (3)(U)(U)</p> <p>Instant</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                                  | <p><b>Force of Will</b> (3)(U)(U)</p> <p>Instant</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                                  |
| <p><b>Gideon, Ally of Zendikar</b> (2)(W)(W)</p> <p>Legendary Planeswalker -- Gideon</p> <p>[+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.<br/>[0]: Create a 2/2 white Knight Ally creature token.<br/>[-4]: You get an emblem with "Creatures you control get +1/+1."</p> <p>L 4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Jace, the Mind Sculptor</b> (2)(U)(U)</p> <p>Legendary Planeswalker -- Jace</p> <p>[+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library.<br/>[0]: Draw three cards, then put two cards from your hand on top of your library in any order.<br/>[-1]: Return target creature to its owner's hand.<br/>[-12]: Exile all cards from target player's library, then that player shuffles their hand into their library.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Jace, the Mind Sculptor</b> (2)(U)(U)</p> <p>Legendary Planeswalker -- Jace</p> <p>[+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library.<br/>[0]: Draw three cards, then put two cards from your hand on top of your library in any order.<br/>[-1]: Return target creature to its owner's hand.<br/>[-12]: Exile all cards from target player's library, then that player shuffles their hand into their library.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Jace, the Mind Sculptor</b> (2)(U)(U)</p> <p>Legendary Planeswalker -- Jace</p> <p>[+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library.<br/>[0]: Draw three cards, then put two cards from your hand on top of your library in any order.<br/>[-1]: Return target creature to its owner's hand.<br/>[-12]: Exile all cards from target player's library, then that player shuffles their hand into their library.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

Playtest cards - BalenciagaNBoba - 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 3/10 - 8 cards - 2.5 x 3.5 in each

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Lightning Bolt deals 3 damage to any target.

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① U U

Each opponent can't draw more than one card each turn.

[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

**L 5**

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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

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

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

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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① ②

Choose a card name, then target player mills a card. If a card with the chosen name was milled this way, you draw two cards. Otherwise, you draw a card.

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U

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.)

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| <div><div>Snapcaster Mage</div><div><div>1</div><div>U</div></div><div>Creature -- Human Wizard</div><div>Flash<br/>When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     |
| <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                   | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Supreme Verdict1WWU</div><div>Sorcery</div><div>This spell can't be countered.<br/>Destroy all creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div>Swords to PlowsharesW</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                          |
| <div><div>Swords to PlowsharesW</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swords to PlowsharesW</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swords to PlowsharesW</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Teferi, Time Raveler1WWU</div><div>Legendary Planeswalker -- Teferi</div><div>Each opponent can cast spells only any time they could cast a sorcery.<br/>[+1]: Until your next turn, you may cast sorcery spells as though they had flash.<br/>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Teferi, Time Raveler</b> <span>1</span><span>W</span><span>U</span> </div> <div>           Legendary Planeswalker -- Teferi         </div> <div> <p>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</p> </div> <div> <div>L 4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Terminus</b> <span>4</span><span>W</span><span>W</span> </div> <div>           Sorcery         </div> <div> <p>Put all creatures on the bottom of their owners' libraries. Miracle {W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Tundra</b> </div> <div>           Land -- Plains Island         </div> <div> <p>{T}: Add {W} or {U}.)</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                         | <div> <b>Volcanic Island</b> </div> <div>           Land -- Island Mountain         </div> <div> <p>{T}: Add {U} or {R}.)</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                              |
| <div> <b>Blue Elemental Blast</b> <span>U</span> </div> <div>           Instant         </div> <div> <p>Choose one --<br/>           * Counter target red spell.<br/>           * Destroy target red permanent.</p> <p>[sideboard]</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                          | <div> <b>Containment Priest</b> <span>1</span><span>W</span> </div> <div>           Creature -- Human Cleric         </div> <div> <p>Flash<br/>           If a nontoken creature would enter and it wasn't cast, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                  | <div> <b>Disenchant</b> <span>1</span><span>W</span> </div> <div>           Instant         </div> <div> <p>Destroy target artifact or enchantment.</p> <p>[sideboard]</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Disenchant</b> <span>1</span><span>W</span> </div> <div>           Instant         </div> <div> <p>Destroy target artifact or enchantment.</p> <p>[sideboard]</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |



U

Counter target instant or sorcery spell unless its controller pays {1}.

Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

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① U U

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.

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W U

Each opponent can't cast noncreature spells with mana value greater than the number of lands that player controls.

Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.

2/2

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②W

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, create a 1/1 white Monk creature token with prowess.

2/2

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②②

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)  
Whenever you cast a noncreature spell, create a 1/1 white Monk creature token with prowess.

**2/2**

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Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
```

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①②

When this enchantment enters, exile all graveyards.  
If a card or token would be put into a graveyard from anywhere, exile it instead.

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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.

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| <div><div>Surgical ExtractionBP</div><div>Instant</div><div>{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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Surgical ExtractionBP</div><div>Instant</div><div>{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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Vendilion Clique1UU</div><div>Legendary Creature -- Faerie Wizard</div><div>Flash<br/>Flying<br/>When Vendilion Clique enters, look at target player's hand. You may choose a nonland card from it. If you do, that player reveals the chosen card, puts it on the bottom of their library, then draws a card.</div><div>[sideboard]</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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