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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Bayou</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                      | <div>Bayou</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                           | <div>Birchlore Rangers</div> <div>Creature -- Elf Druid Ranger</div> <div>Tap two untapped Elves you control: Add one mana of any color. Morph {G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Birchlore Rangers</div> <div>Creature -- Elf Druid Ranger</div> <div>Tap two untapped Elves you control: Add one mana of any color. Morph {G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Cavern of Souls</div> <div>Land</div> <div>As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Craterhoof Behemoth</div> <div>Creature -- Beast</div> <div>Haste When this creature enters, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Craterhoof Behemoth</div> <div>Creature -- Beast</div> <div>Haste When this creature enters, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                         | <div>Dryad Arbor</div> <div>Land Creature -- Forest Dryad</div> <div>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                               |

Playtest cards - FinFas - 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 1/10 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                |                                                                                                                                                                                                                |                                                                                                                                                                                                                |
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| <div><div><div>Dryad Arbor</div><div>Land Creature -- Forest Dryad</div><div>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Elvish Visionary</div><div>Creature -- Elf Shaman</div><div>When this creature enters, draw a card.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Elvish Visionary</div><div>Creature -- Elf Shaman</div><div>When this creature enters, draw a card.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Elvish Visionary</div><div>Creature -- Elf Shaman</div><div>When this creature enters, draw a card.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Elvish Visionary</div><div>Creature -- Elf Shaman</div><div>When this creature enters, draw a card.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                      | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                       | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                       | <div><div><div>Gaea's Cradle</div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>        |

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| <div><div>Gaea's Cradle</div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div>Gaea's Cradle</div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div>Gaea's Cradle</div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div>Glimpse of Nature</div><div>Sorcery</div><div>Whenever you cast a creature spell this turn, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                |
| <div><div>Glimpse of Nature</div><div>Sorcery</div><div>Whenever you cast a creature spell this turn, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Glimpse of Nature</div><div>Sorcery</div><div>Whenever you cast a creature spell this turn, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Glimpse of Nature</div><div>Sorcery</div><div>Whenever you cast a creature spell this turn, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Green Sun's Zenith</div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></div> <div>Sorcery</div> <div>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.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></div> <div>Sorcery</div> <div>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.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></div> <div>Sorcery</div> <div>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.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Heritage Druid</div><div><div>G</div></div></div> <div>Creature -- Elf Druid</div> <div>Tap three untapped Elves you control: Add {G}{G}{G}.</div> <div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Heritage Druid</div><div><div>G</div></div></div> <div>Creature -- Elf Druid</div> <div>Tap three untapped Elves you control: Add {G}{G}{G}.</div> <div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                             | <div><div>Heritage Druid</div><div><div>G</div></div></div> <div>Creature -- Elf Druid</div> <div>Tap three untapped Elves you control: Add {G}{G}{G}.</div> <div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                             | <div><div>Heritage Druid</div><div><div>G</div></div></div> <div>Creature -- Elf Druid</div> <div>Tap three untapped Elves you control: Add {G}{G}{G}.</div> <div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                             | <div><div>Llanowar Elves</div><div><div>G</div></div></div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                        |

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| <div>Llanowar Elves</div> <div>6</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                          | <div>Llanowar Elves</div> <div>6</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                          | <div>Llanowar Elves</div> <div>6</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Natural Order</div> <div>266</div> <div>Sorcery</div> <div>As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Natural Order</div> <div>266</div> <div>Sorcery</div> <div>As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

2GG

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

This creature doesn't untap during your untap step.  
Whenever you cast a green spell, you may untap this creature.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

This creature doesn't untap during your untap step.  
Whenever you cast a green spell, you may untap this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

This creature doesn't untap during your untap step.  
Whenever you cast a green spell, you may untap this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

This creature doesn't untap during your untap step.

Whenever you cast a green spell, you may untap this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3GG

[+1]: Untap target land you control. Until your next turn, it becomes a 5/5 Elemental creature with haste. It's still a land.

[-3]: Return target permanent card from your graveyard to your hand.

[-6]: You get an emblem with "Whenever a land you control enters, you may draw a card."

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {G}.  
{T}: Target 1/1 creature gets +1/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

When this creature enters, you may destroy target artifact or enchantment.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 PLAY botbox.dev

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 PLAY botbox.dev

## 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 PLAY botbox.dev

**G**

Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓔ

Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B G**

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B G**

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B G**

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>Choke</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Enchantment</div> <div> <div>Islands don't untap during their controllers' untap steps.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                | <div> <div>Choke</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Enchantment</div> <div> <div>Islands don't untap during their controllers' untap steps.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                | <div> <div>Elderscale Wurm</div> <div> <div>4</div> <div>6</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Creature -- Wurm</div> <div> <div>Trample</div> <div>When this creature enters, if your life total is less than 7, your life total becomes 7.</div> <div>As long as you have 7 or more life, damage that would reduce your life total to less than 7 reduces it to 7 instead.</div> <div>[sideboard]</div> </div> </div> <div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Nissa, Vital Force</div> <div> <div>3</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Legendary Planeswalker -- Nissa</div> <div> <div>[+1]: Untap target land you control. Until your next turn, it becomes a 5/5 Elemental creature with haste. It's still a land.</div> <div>[-3]: Return target permanent card from your graveyard to your hand.</div> <div>[-6]: You get an emblem with "Whenever a land you control enters, you may draw a card."</div> <div>[sideboard]</div> </div> </div> <div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Surgical Extraction</div> <div> <div>BP</div> </div> </div> <div> <div>Instant</div> <div> <div>{B/P} can be paid with either {B} or 2 life.)</div> <div>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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Surgical Extraction</div> <div> <div>BP</div> </div> </div> <div> <div>Instant</div> <div> <div>{B/P} can be paid with either {B} or 2 life.)</div> <div>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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <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>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                         | <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <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>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                   |

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| <div><div>Thoughtseize</div><div>B</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thoughtseize</div><div>B</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Umezawa's Jitte</div><div>2</div><div>Legendary Artifact -- Equipment</div><div>Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one --<br/>* Equipped creature gets +2/+2 until end of turn.<br/>* Target creature gets -1/-1 until end of turn.<br/>* You gain 2 life.<br/>Equip {2}</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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