

U

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1 B

Add {B}{B}{B}.
Threshold -- Add {B}{B}{B}{B}{B}
instead if there are seven or more
cards in your graveyard.

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Threshold -- Add {B}{B}{B}{B}{B}
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Land

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.

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Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
Draw a card.

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Playtest cards - alex2 - Legacy (Legacy Eternal Weekend 2022) sheet 2/10 - 8 cards - 2.5 x 3.5 in each
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.

B B B

Search your library and graveyard for five cards and exile the rest. Put the chosen cards on top of your library in any order. You lose half your life, rounded up.

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B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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① ②

If you control four or fewer lands, search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

Cycling--Sacrifice a land.
(Sacrifice a land, Discard this card: Draw a card.)

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① ⑥

If you control four or fewer lands, search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

Cycling--Sacrifice a land.
(Sacrifice a land, Discard this card: Draw a card.)

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

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

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3 U U

Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

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UU

Sorcery -- Arcane

Draw three cards. Discard three cards at the beginning of the next end step.

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Island

Basic Land -- Island

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

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①

Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

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①

{T}, Sacrifice this artifact: Add one mana of any color.

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Land

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

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Sorcery

Search your library for a sorcery card, reveal it, then shuffle and put that card on top.

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Personal Tutor Ⓢ Sorcery Search your library for a sorcery card, reveal it, then shuffle and put that card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Personal Tutor Ⓢ Sorcery Search your library for a sorcery card, reveal it, then shuffle and put that card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Personal Tutor Ⓢ Sorcery Search your library for a sorcery card, reveal it, then shuffle and put that card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ponder Ⓢ Sorcery 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 PLAYbotbox.dev
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3 B B

Creature -- Wraith

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

3/4

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Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

3/4

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UU

Creature -- Merfolk Wizard

When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)

1/3

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1/3

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(B)

Sorcerv

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

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Underground Sea

Land - - Island Swamp

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

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Defense Grid

②

Artifact

Each spell costs {3} more to cast
except during its controller's turn.

[sideboard]

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Defense Grid

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Artifact

Each spell costs {3} more to cast
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[sidebar]

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Duress

(B)

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sidebar]

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Duress

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Sorcery

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[sidebar]

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Relic of Progenitus 1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheoldred, the Apocalypse 2BB Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheoldred, the Apocalypse 2BB Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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