

Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blood Sun2R Enchantment When this enchantment enters, draw a card. All lands lose all abilities except mana abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Sun2R Enchantment When this enchantment enters, draw a card. All lands lose all abilities except mana abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Sun2R Enchantment When this enchantment enters, draw a card. All lands lose all abilities except mana abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Sun2R Enchantment When this enchantment enters, draw a card. All lands lose all abilities except mana abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

①

Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors.

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Land

When you play another land,
sacrifice this land.
{T}: Add {C}{C}.

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②R

Creature -- Eldrazi

Devoid (This card has no color.)
When you cast this spell, you may pay {1}{C}. If you do, gain control of target creature until end of turn, untap that creature, and it gains haste until end of turn. ({C} represents colorless mana.)
Haste

3/1

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Eldrazi Obligator 2R Creature -- Eldrazi Devoid (This card has no color.) When you cast this spell, you may pay {1}{C}. If you do, gain control of target creature until end of turn, untap that creature, and it gains haste until end of turn. ({C} represents colorless mana.) Haste 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eldrazi Temple Land {T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eldrazi Temple Land {T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fable of the Mirror-Breaker 2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - djizma - Legacy (Legacy Eternal Weekend 2022)

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 4/10 - 8 cards - 2.5 x 3.5 in each

Fury 3RR Creature -- Elemental Incarnation Double strike When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers. Evoke--Exile a red card from your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fury 3RR Creature -- Elemental Incarnation Double strike When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers. Evoke--Exile a red card from your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grove of the Burnwillows Land {T}: Add {C}. {T}: Add {R} or {G}. Each opponent gains 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grove of the Burnwillows Land {T}: Add {C}. {T}: Add {R} or {G}. Each opponent gains 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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2 R

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R

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2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

{T}: Add {R}.
Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.

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3 C

(**{C}** represents colorless mana.)
When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.
When this creature leaves the battlefield, target opponent draws a card.

4/4

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4/4

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Thought-Knot Seer (3)(C) Creature -- Eldrazi ({C} represents colorless mana.) When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card. When this creature leaves the battlefield, target opponent draws a card. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unlicensed Hearse (2) Artifact -- Vehicle {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unlicensed Hearse (2) Artifact -- Vehicle {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wastes Basic Land {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dead (R) Instant Dead deals 2 damage to target creature. [sideboard] ----- - - - RIGHT HALF - - - Gone (2)(R) Instant Return target creature you don't control to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dead (R) Instant Dead deals 2 damage to target creature. [sideboard] ----- - - - RIGHT HALF - - - Gone (2)(R) Instant Return target creature you don't control to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Macabre (1)(B)(B) Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Macabre (1)(B)(B) Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Flying
Discard this card: Exile up to two
target cards from graveyards.

[sideboard]

2/2

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2 R R

Choose three. You may choose the same mode more than once.

- * Fiery Confluence deals 1 damage to each creature.
- * Fiery Confluence deals 2 damage to each opponent.
- * Destroy target artifact.

[sideboard]

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Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.

[sideboard]

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[sideboard]

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③

As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

Protection from white (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything white.)
This creature gets +2/+0 as long as it's attacking.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unchained Berserker 1R

Creature -- Human Berserker

Protection from white (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything white.)

This creature gets +2/+0 as long as it's attacking.

[sideboard]

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[sideboard]

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