

U

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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```
Flash
Flying
This creature can block only creatures
with flying.
```

3/1

- - - ADVENTURE - - -

①②

Return target nonland permanent an
opponent controls to its owner's hand.

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You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.

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<div><div><div>Daze</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Daze</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<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></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<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></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div><div>Force of Will</div><div><div>3</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Force of Will</div><div><div>3</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Force of Will</div><div><div>3</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Force of Will</div><div><div>3</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

Karakas <hr/> Legendary Land <hr/> {T}: Add {W}. {T}: Return target legendary creature to its owner's hand.	Mishra's Bauble ⑥ <hr/> Artifact <hr/> {T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.	Mishra's Bauble ⑥ <hr/> Artifact <hr/> {T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.	Mishra's Bauble ⑥ <hr/> Artifact <hr/> {T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.
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Misty Rainforest <hr/> Land <hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.	Misty Rainforest <hr/> Land <hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.	Nethergoyf ⑤ <hr/> Creature -- Lhurgoyf <hr/> Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)	Nethergoyf ⑤ <hr/> Creature -- Lhurgoyf <hr/> Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)
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Playtest cards - duckduckmongoose - 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

<div><div><div>Nethergoyf</div><div>B</div></div><div>Creature -- Lhurgoyf</div><div><div>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</div><div><div>* / 1 + *</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Nethergoyf</div><div>B</div></div><div>Creature -- Lhurgoyf</div><div><div>Nethergoyf's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--{2}{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)</div><div><div>* / 1 + *</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Nihil Spellbomb</div><div>1</div></div><div>Artifact</div><div><div>{T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Nihil Spellbomb</div><div>1</div></div><div>Artifact</div><div><div>{T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Polluted Delta</div></div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Polluted Delta</div></div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Ponder</div><div>U</div></div><div>Sorcery</div><div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Ponder</div><div>U</div></div><div>Sorcery</div><div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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Draw a card.

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Look at the top three cards of your library, then put them back in any order. You may shuffle.
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(X) (W)

```
Converge -- Exile target nonland
permanent if its mana value is less
than or equal to the number of
colors of mana spent to cast this
spell.
```

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UB

Whenever this creature deals combat damage to a player or planeswalker, draw a card.
Discard a card: Put a +1/+1 counter on this creature.
Exile three cards from your graveyard: This creature gains flying until end of turn.

1/2

U B

Whenever this creature deals combat damage to a player or planeswalker, draw a card.

Discard a card: Put a +1/+1 counter on this creature.

Exile three cards from your graveyard: This creature gains flying until end of turn.

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Discard a card: Put a +1/+1 counter on this creature.
Exile three cards from your graveyard: This creature gains flying until end of turn.

1/2

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

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<div><div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Stifle</div><div>Instant</div><div>Counter target activated or triggered ability. (Mana abilities can't be targeted.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Stifle</div><div>Instant</div><div>Counter target activated or triggered ability. (Mana abilities can't be targeted.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Tamiyo, Inquisitive Student

Card

- - - OTHER FACE - - -

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Card

- - - OTHER FACE - - -

Tamiyo, Inquisitive Student

Card

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Tundra

Land -- Plains Island

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

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

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Tundra

Land -- Plains Island

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

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Undercity Sewers

Land -- Island Swamp

({T}: Add {U} or {B}.)
 This land enters tapped.
 When this land enters, surveil 1.
 (Look at the top card of your
 library. You may put it into your
 graveyard.)

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Underground Sea

Land -- Island Swamp

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

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Land -- Island Swamp

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

Underground Sea

Land -- Island Swamp

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

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Waste land

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.

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① ② W

Creature -- Human Cleric

Flash
If a nontoken creature would enter
and it wasn't cast, exile it
instead.

[sidebar]

2/2

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① ② W

Creature -- Thrull

```
Flash
Flying
Artifacts and creatures entering
don't cause abilities to trigger.
```

```
[sidebar]
```

1/2

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⊗

Artifact

Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)
{2}, Sacrifice this artifact:
Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.

[sidebar]

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① ② ③

Instant

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.

[sideboard]

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① U U

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

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[sidebar]
```

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 U U

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

Exile target creature an opponent controls with mana value 2 or less and all other creatures that player controls with the same name as that creature. Then that player reveals their hand and exiles all cards with that name from their hand and graveyard.

[sidebar]

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① B

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.

[sideboard]

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<div><div><div>Orcish Bowmasters</div><div>①②</div></div><div>Creature -- Orc Archer</div><div>Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div><div>[sideboard]</div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Orcish Bowmasters</div><div>①②</div></div><div>Creature -- Orc Archer</div><div>Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div><div>[sideboard]</div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Prismatic Ending</div><div>ⓧⓌ</div></div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	
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