

U

Draw three cards, then put two cards from your hand on top of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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① U U

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Flash
Flying
This creature can block only creatures
with flying.
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3/1

- - - ADVENTURE - - -

①②

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

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① ②

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>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>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Doorkeeper Thrull</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Thrull</div><div>Flash Flying Artifacts and creatures entering don't cause abilities to trigger.</div></div> <div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Doorkeeper Thrull</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Thrull</div><div>Flash Flying Artifacts and creatures entering don't cause abilities to trigger.</div></div> <div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Doorkeeper Thrull</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Thrull</div><div>Flash Flying Artifacts and creatures entering don't cause abilities to trigger.</div></div> <div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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① ②

Flash
When this enchantment enters, draw a card.
Creatures lose all abilities.
At the beginning of the end step, sacrifice this enchantment.

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Land

{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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<div> <div>Force of Will</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Meticulous Archive</div> </div> <div> <div>Land -- Plains Island</div> <div> <p>({T}): Add {W} or {U}.) 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.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Nulldrifter</div> <div>7</div> </div> <div> <div>Creature -- Eldrazi Elemental</div> <div> <p>When you cast this spell, draw two cards. Flying Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.) Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> </div> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Nulldrifter</div> <div>7</div> </div> <div> <div>Creature -- Eldrazi Elemental</div> <div> <p>When you cast this spell, draw two cards. Flying Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.) Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> </div> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Phyrexian Dreadnought</div> <div>1</div> </div> <div> <div>Artifact Creature -- Phyrexian Dreadnought</div> <div> <p>Trample When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater.</p> </div> </div> <div> <div>12/12</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Phyrexian Dreadnought</div> <div>1</div> </div> <div> <div>Artifact Creature -- Phyrexian Dreadnought</div> <div> <p>Trample When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater.</p> </div> </div> <div> <div>12/12</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Phyrexian Dreadnought</div> <div>1</div> </div> <div> <div>Artifact Creature -- Phyrexian Dreadnought</div> <div> <p>Trample When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater.</p> </div> </div> <div> <div>12/12</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Phyrexian Dreadnought</div> <div>1</div> </div> <div> <div>Artifact Creature -- Phyrexian Dreadnought</div> <div> <p>Trample When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater.</p> </div> </div> <div> <div>12/12</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div><div><div><div><div><div></div><div>Ponder</div><div><div>Ⓢ</div></div></div><div>Sorcery</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 PLAY</div><div>botbox.dev</div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Ponder</div><div><div>Ⓢ</div></div></div><div>Sorcery</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 PLAY</div><div>botbox.dev</div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Ponder</div><div><div>Ⓢ</div></div></div><div>Sorcery</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 PLAY</div><div>botbox.dev</div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Ponder</div><div><div>Ⓢ</div></div></div><div>Sorcery</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 PLAY</div><div>botbox.dev</div></div></div></div></div></div>
<div><div><div><div><div><div></div><div>Prismatic Vista</div><div><div></div></div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Prismatic Vista</div><div><div></div></div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Prismatic Vista</div><div><div></div></div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Prismatic Vista</div><div><div></div></div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>

<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>{T}: Add {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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>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>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><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><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><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><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div><div>OTHER FACE</div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div><div>OTHER FACE</div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div><div>OTHER FACE</div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Tundra</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Back to Basics</div><div>Enchantment</div><div><div>2U</div><div>Nonbasic lands don't untap during their controllers' untap steps.</div><div>[sideboard]</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Consign to Memory</div><div>Instant</div><div><div>U</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Consign to Memory</div><div>Instant</div><div><div>U</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Containment Priest</div><div>Creature -- Human Cleric</div><div><div>1W</div><div>Flash</div><div>If a nontoken creature would enter and it wasn't cast, exile it instead.</div><div>[sideboard]</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div> Containment Priest <div> <div>1</div> <div>W</div> </div> </div> <div> Creature -- Human Cleric </div> <div> Flash If a nontoken creature would enter and it wasn't cast, exile it instead. </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Counterbalance <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> [sideboard] </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Force of Negation <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> Instant </div> <div> 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. </div> <div> [sideboard] </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Grafdigger's Cage <div> <div>1</div> </div> </div> <div> Artifact </div> <div> Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. </div> <div> [sideboard] </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> <div> Hullbreacher <div> <div>2</div> <div>U</div> </div> </div> <div> Creature -- Merfolk Pirate </div> <div> Flash If an opponent would draw a card except the first one they draw in each of their draw steps, instead you create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") </div> <div> [sideboard] </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Hullbreacher <div> <div>2</div> <div>U</div> </div> </div> <div> Creature -- Merfolk Pirate </div> <div> Flash If an opponent would draw a card except the first one they draw in each of their draw steps, instead you create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.") </div> <div> [sideboard] </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Hydroblast <div> <div>U</div> </div> </div> <div> Instant </div> <div> Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. </div> <div> [sideboard] </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Lavinia, Azorius Renegade <div> <div>W</div> <div>U</div> </div> </div> <div> Legendary Creature -- Human Soldier </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

Playtest cards - ajdadd420 - 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 9/10 - 8 cards - 2.5 x 3.5 in each

<div> <div>Null Rod</div> <div>2</div> </div> <div> <div>Artifact</div> <div> Activated abilities of artifacts can't be activated. <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>BP</div> </div> <div> <div>Instant</div> <div> ({B/P} can be paid with either {B} or 2 life.) 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>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Surgical Extraction</div> <div>BP</div> </div> <div> <div>Instant</div> <div> ({B/P} can be paid with either {B} or 2 life.) 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>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	