

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 - - -

① ②

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> <p>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}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Delver of Secrets</div> <div>Card</div> </div> <div> <div>OTHER FACE</div> <div> <div>Delver of Secrets</div> <div>Card</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Delver of Secrets</div> <div>Card</div> </div> <div> <div>OTHER FACE</div> <div> <div>Delver of Secrets</div> <div>Card</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Delver of Secrets</div> <div>Card</div> </div> <div> <div>OTHER FACE</div> <div> <div>Delver of Secrets</div> <div>Card</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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Playtest cards - silviawataru - 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 2/10 - 8 cards - 2.5 x 3.5 in each

Dragon's Rage Channeler (R) <hr/> Creature -- Human Shaman <hr/> Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Force of Negation (1)(U)(U) <hr/> Instant <hr/> 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Force of Negation (1)(U)(U) <hr/> Instant <hr/> 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Force of Will (3)(U)(U) <hr/> Instant <hr/> 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Force of Will (3)(U)(U) <hr/> Instant <hr/> 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Force of Will (3)(U)(U) <hr/> Instant <hr/> 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Force of Will (3)(U)(U) <hr/> Instant <hr/> 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Lightning Bolt (R) <hr/> Instant <hr/> Lightning Bolt deals 3 damage to any target. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> <div>Lightning Bolt</div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Lightning Bolt</div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Lightning Bolt</div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Mishra's Bauble</div> <div>Artifact</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Murktide Regent</div><div>5UU</div></div><div><div>Creature -- Dragon</div><div></div></div><div><div><div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</div><div>Flying</div><div>This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it.</div><div>Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature.</div></div></div><div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Polluted Delta</div><div></div></div><div><div>Land</div><div></div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Polluted Delta</div><div></div></div><div><div>Land</div><div></div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Polluted Delta</div><div></div></div><div><div>Land</div><div></div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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Look at the top three cards of your library, then put them back in any order. You may shuffle.
Draw a card.

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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.

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

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Land

{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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Land

{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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Land

{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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Underground Sea</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Underground Sea</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Unholy Heat</div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker. Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Volcanic Island</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Volcanic Island</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Volcanic Island</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Volcanic Island</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Wasteland</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Wasteland</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Wasteland</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Wasteland</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div>Grafdigger's Cage</div><div>Artifact</div><div><div><div>1</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Meltdown</div><div>Sorcery</div><div><div><div>X</div><div>R</div></div><div>Destroy each artifact with mana value X or less.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Meltdown</div><div>Sorcery</div><div><div><div>X</div><div>R</div></div><div>Destroy each artifact with mana value X or less.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Nihil Spellbomb</div><div>Artifact</div><div><div><div>1</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>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div>Price of Progress</div><div>1R</div><div>Instant</div><div>Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Price of Progress</div><div>1R</div><div>Instant</div><div>Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Pyroblast</div><div>R</div><div>Instant</div><div>Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Pyroblast</div><div>R</div><div>Instant</div><div>Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Pyroblast</div><div>R</div><div>Instant</div><div>Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Pyroblast</div><div>R</div><div>Instant</div><div>Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spell Pierce</div><div>U</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spell Pierce</div><div>U</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Submerge</div> <div> <div>4</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>If an opponent controls a Forest and you control an Island, you may cast this spell without paying its mana cost.</p> <p>Put target creature on top of its owner's library.</p> <p>[sideboard]</p> </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> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>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.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Unholy Heat</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Unholy Heat deals 2 damage to target creature or planeswalker.</p> <p>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	