

<div> Atraxa, Grand Unifier 3GWUB </div> <div> Legendary Creature -- Phyrexian Angel </div> <div> <p>Flying, vigilance, deathtouch, lifelink</p> <p>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</p> </div> <div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Bayou </div> <div> Land -- Swamp Forest </div> <div> <p>{T}: Add {B} or {G}.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Bayou </div> <div> Land -- Swamp Forest </div> <div> <p>{T}: Add {B} or {G}.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Bojuka Bog </div> <div> Land </div> <div> <p>This land enters tapped. When this land enters, exile target player's graveyard.</p> <p>{T}: Add {B}.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Collector Ouphe 1G </div> <div> Creature -- Ouphe </div> <div> <p>Activated abilities of artifacts can't be activated.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Craterhoof Behemoth 5GGG </div> <div> Creature -- Beast </div> <div> <p>Haste</p> <p>When this creature enters, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control.</p> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Dryad Arbor </div> <div> Land Creature -- Forest Dryad </div> <div> <p>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Dryad Arbor </div> <div> Land Creature -- Forest Dryad </div> <div> <p>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div> <div>Elvish Reclaimer</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Warrior</div> <div> <p>This creature gets +2/+2 as long as there are three or more land cards in your graveyard.</p> <p>{2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Elvish Reclaimer</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Warrior</div> <div> <p>This creature gets +2/+2 as long as there are three or more land cards in your graveyard.</p> <p>{2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Elvish Reclaimer</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Warrior</div> <div> <p>This creature gets +2/+2 as long as there are three or more land cards in your graveyard.</p> <p>{2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Elvish Reclaimer</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Warrior</div> <div> <p>This creature gets +2/+2 as long as there are three or more land cards in your graveyard.</p> <p>{2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Endurance</div> <div> <div>166</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div> <p>Flash</p> <p>Reach</p> <p>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.</p> <p>Evoked--Exile a green card from your hand.</p> </div> <div> <div>3/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Endurance</div> <div> <div>166</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div> <p>Flash</p> <p>Reach</p> <p>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.</p> <p>Evoked--Exile a green card from your hand.</p> </div> <div> <div>3/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Endurance</div> <div> <div>166</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div> <p>Flash</p> <p>Reach</p> <p>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.</p> <p>Evoked--Exile a green card from your hand.</p> </div> <div> <div>3/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Forest</div> <div> <div>166</div> </div> </div> <div> <div>Basic Land -- Forest</div> <div> <p>{T}: Add {G}.</p> </div> <div> <div>3/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Gaea's Cradle</div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Gaea's Cradle</div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Gaea's Cradle</div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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(X) (G)

Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

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1 B G

As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.

[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.

[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.

[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.

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G

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
{T}: Add {B}, {R}, or {G}.

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G

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
{T}: Add {B}, {R}, or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
{T}: Add {B}, {R}, or {G}.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
{T}: Add {B}, {R}, or {G}.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

If you control two or more other lands, this land enters tapped.
 {T}: Add {G}.
 {X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Misty Rainforest

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Natural Order

2GG

Sorcery

As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Natural Order

2GG

Sorcery

As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Natural Order

2GG

Sorcery

As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Noble Hierarch

G

Creature -- Human Druid

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
{T}: Add {G}, {W}, or {U}.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Noble Hierarch

Ⓒ

Creature -- Human Druid

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
{T}: Add {G}, {W}, or {U}.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Noble Hierarch

Ⓒ

Creature -- Human Druid

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
{T}: Add {G}, {W}, or {U}.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Once Upon a Time

①⑥

Instant

If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

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Playtest cards - Gandalf13 - 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 5/10 - 8 cards - 2.5 x 3.5 in each

<p>Once Upon a Time ①⑥</p> <p>Instant</p> <p>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Once Upon a Time ①⑥</p> <p>Instant</p> <p>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Quirion Ranger ⑥</p> <p>Creature -- Elf Ranger</p> <p>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Springheart Nantuko ①⑥</p> <p>Enchantment Creature -- Insect Monk</p> <p>Bestow {1}{G} Enchanted creature gets +1/+1. Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Springheart Nantuko ①⑥</p> <p>Enchantment Creature -- Insect Monk</p> <p>Bestow {1}{G} Enchanted creature gets +1/+1. Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Springheart Nantuko ①⑥</p> <p>Enchantment Creature -- Insect Monk</p> <p>Bestow {1}{G} Enchanted creature gets +1/+1. Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Talon Gates of Madara</p> <p>Land -- Gate</p> <p>When this land enters, up to one target creature phases out. {T}: Add {C}. {1}, {T}: Add one mana of any color. {4}: Put this card from your hand onto the battlefield.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Talon Gates of Madara</p> <p>Land -- Gate</p> <p>When this land enters, up to one target creature phases out. {T}: Add {C}. {1}, {T}: Add one mana of any color. {4}: Put this card from your hand onto the battlefield.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<p>Underground Mortuary</p> <p>Land -- Swamp Forest</p> <p>{T}: Add {B} or {G}.) 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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Verdant Catacombs</p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Verdant Catacombs</p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Verdant Catacombs</p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Wight of the Reliquary B G</p> <p>Creature -- Zombie Knight</p> <p>Vigilance This creature gets +1/+1 for each creature card in your graveyard. {T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Wight of the Reliquary B G</p> <p>Creature -- Zombie Knight</p> <p>Vigilance This creature gets +1/+1 for each creature card in your graveyard. {T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Wight of the Reliquary B G</p> <p>Creature -- Zombie Knight</p> <p>Vigilance This creature gets +1/+1 for each creature card in your graveyard. {T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Wight of the Reliquary B G</p> <p>Creature -- Zombie Knight</p> <p>Vigilance This creature gets +1/+1 for each creature card in your graveyard. {T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div><div>Dismember</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>1BPBP</div></div></div>	<div><div><div>Dismember</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>1BPBP</div></div></div>	<div><div><div>Dismember</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>1BPBP</div></div></div>	<div><div><div>Endurance</div><div>Creature -- Elemental Incarnation</div><div>Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div><div>[sideboard]</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>1GGG</div></div></div>

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	Force of Vigor (2)(G)(G) Instant If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Vigor (2)(G)(G) Instant If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Force of Vigor (2)(G)(G) Instant If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snuff Out (3)(B) Instant If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snuff Out (3)(B) Instant If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize (B) Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

