

<div><div><div>Abrupt Decay</div><div><div>B</div><div>G</div></div></div><div>Instant</div><div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Abrupt Decay</div><div><div>B</div><div>G</div></div></div><div>Instant</div><div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Abrupt Decay</div><div><div>B</div><div>G</div></div></div><div>Instant</div><div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Barrowgoyf</div><div><div>2</div><div>B</div></div></div><div>Creature -- Lhurgoyf</div><div>Deathtouch, lifelink Barrowgoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand.</div><div><div>*/1+*</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div> <div>Boseiju, Who Endures</div> <div> <div>Legendary Land</div> <div> {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Cabal Pit</div> <div> <div>Land</div> <div> {T}: Add {B}. This land deals 1 damage to you. Threshold -- {B}, {T}, Sacrifice this land: Target creature gets -2/-2 until end of turn. Activate only if there are seven or more cards in your graveyard. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Crop Rotation</div> <div> <div>Instant</div> <div> As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Crop Rotation</div> <div> <div>Instant</div> <div> As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Dark Confidant</div> <div> <div>1B</div> <div> <div>Creature -- Human Wizard</div> <div> At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value. </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div>Dark Confidant</div> <div> <div>1B</div> <div> <div>Creature -- Human Wizard</div> <div> At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value. </div> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div>Dark Depths</div> <div> <div> <div>Legendary Snow Land</div> <div> Dark Depths enters with ten ice counters on it. {3}: Remove an ice counter from Dark Depths. When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div>Dryad Arbor</div> <div> <div> <div>Land Creature -- Forest Dryad</div> <div> (This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.") </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>

<div> <div> Elvish Reclaimer G </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Endurance 1G </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Forest </div> <div> Basic Land -- Forest </div> <div> <p>{T}: Add {G}.</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Green Sun's Zenith XG </div> <div> Sorcery </div> <div> <p>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.</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> <div> Green Sun's Zenith XG </div> <div> Sorcery </div> <div> <p>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.</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Grist, the Hunger Tide 1BG </div> <div> Legendary Planeswalker -- Grist </div> <div> <p>As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.</p> <p>[+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.</p> <p>[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.</p> <p>[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.</p> </div> <div> <div>L 3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Karakas </div> <div> Legendary Land </div> <div> <p>{T}: Add {W}.</p> <p>{T}: Return target legendary creature to its owner's hand.</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Knight of the Reliquary 1GW </div> <div> Creature -- Human Knight </div> <div> <p>This creature gets +1/+1 for each land card in your graveyard.</p> <p>{T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

Knight of the Reliquary ①⑥⑦ Creature -- Human Knight This creature gets +1/+1 for each land card in your graveyard. {T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Life from the Loam ①⑥ Sorcery Return up to three target land cards from your graveyard to your hand. Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Life from the Loam ①⑥ Sorcery Return up to three target land cards from your graveyard to your hand. Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Maze of Ith Land {T}: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mox Diamond ⑨ Artifact If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mox Diamond ⑨ Artifact If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mox Diamond ⑨ Artifact If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orcish Bowmasters ①⑧ Creature -- Orc Archer 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>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Orcish Bowmasters <div> <div>1</div> <div>B</div> </div> </div> <div> Creature -- Orc Archer </div> <div> <p>Flash</p> <p>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.</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Savannah </div> <div> Land -- Forest Plains </div> <div> <p>([T]: Add [G] or [W].)</p> </div> <div> <div>2/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Scavenging Ooze <div> <div>1</div> <div>G</div> </div> </div> <div> Creature -- Ooze </div> <div> <p>[G]: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Scrubland </div> <div> Land -- Plains Swamp </div> <div> <p>([T]: Add [W] or [B].)</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Shifting Woodland </div> <div> Land </div> <div> <p>This land enters tapped unless you control a Forest.</p> <p>[T]: Add [G].</p> <p>Delirium -- {2}[G][G]: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.</p> </div> <div> <div>2/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Six <div> <div>2</div> <div>G</div> </div> </div> <div> Legendary Creature -- Treefolk </div> <div> <p>Reach</p> <p>Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.</p> <p>During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)</p> </div> <div> <div>2/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Springheart Nantuko <div> <div>1</div> <div>G</div> </div> </div> <div> Enchantment Creature -- Insect Monk </div> <div> <p>Bestow [1][G]</p> <p>Enchanted creature gets +1/+1.</p> <p>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> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Swords to Plowshares <div> <div>W</div> </div> </div> <div> Instant </div> <div> <p>Exile target creature. Its controller gains life equal to its power.</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Playtest cards - XXFromMarsToSiriusXX - 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

<div> <div>Swords to Plowshares</div> <div>W</div> </div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Swords to Plowshares</div> <div>W</div> </div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Swords to Plowshares</div> <div>W</div> </div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Sylvan Library</div> <div>1G</div> </div> <div>Enchantment</div> <div>At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div> <div>Talon Gates of Madara</div> </div> <div>Land -- Gate</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Thespian's Stage</div> </div> <div>Land</div> <div>{T}: Add {C}. {2}, {T}: This land becomes a copy of target land, except it has this ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Underground Mortuary</div> </div> <div>Land -- Swamp Forest</div> <div>({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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Urza's Saga</div> </div> <div>Enchantment Land -- Urza's Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Vexing Bauble1</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Vexing Bauble1</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Vexing Bauble1</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wight of the Reliquary <div>BG</div></div><div>Creature -- Zombie Knight</div><div>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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>Choke <div>2G</div></div><div>Enchantment</div><div>Islands don't untap during their controllers' untap steps.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Collector Ouphe <div>1G</div></div><div>Creature -- Ouphe</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Containment Priest <div>1W</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>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

②

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

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① BP BP

{B/P} can be paid with either {B}
or 2 life.)
Target creature gets -5/-5 until end
of turn.

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①BB

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

2/2

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2GG

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

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.

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GW

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Noncreature spells with mana value 4
or greater can't be cast.
Noncreature spells with {X} in their
mana costs can't be cast.
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2/2

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2 B

Flash
You control your opponents while they're searching their libraries. While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them.

3/2

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①

As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

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2 B

Deathtouch
As this creature enters, choose a creature type.
Creatures of the chosen type your opponents control get -1/-1.

2/2

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BP

{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.

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2 B

As an additional cost to cast this spell, pay X life.
All creatures get -X/-X until end of turn.

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②

{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearses's power and toughness are each equal to the number of cards exiled with it. Crew 2

* / *

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