

<div><div><div>Breakthrough</div><div><div>X</div><div>U</div></div></div><div>Sorcery</div><div>Draw four cards, then choose X cards in your hand and discard the rest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Breakthrough</div><div><div>X</div><div>U</div></div></div><div>Sorcery</div><div>Draw four cards, then choose X cards in your hand and discard the rest.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Bridge from Below</div><div><div>B</div><div>B</div><div>B</div></div></div><div>Enchantment</div><div>Whenever a nontoken creature is put into your graveyard from the battlefield, if this card is in your graveyard, create a 2/2 black Zombie creature token. When a creature is put into an opponent's graveyard from the battlefield, if this card is in your graveyard, exile this card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Bridge from Below</div><div><div>B</div><div>B</div><div>B</div></div></div><div>Enchantment</div><div>Whenever a nontoken creature is put into your graveyard from the battlefield, if this card is in your graveyard, create a 2/2 black Zombie creature token. When a creature is put into an opponent's graveyard from the battlefield, if this card is in your graveyard, exile this card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Cabal Therapy</div><div><div>B</div></div></div> <div>Sorcery</div> <div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Cabal Therapy</div><div><div>B</div></div></div> <div>Sorcery</div> <div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Careful Study</div><div><div>U</div></div></div> <div>Sorcery</div> <div>Draw two cards, then discard two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Careful Study</div><div><div>U</div></div></div> <div>Sorcery</div> <div>Draw two cards, then discard two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Careful Study</div><div><div>U</div></div></div> <div>Sorcery</div> <div>Draw two cards, then discard two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Cephalid Coliseum</div></div> <div>Land</div> <div>{T}: Add {U}. This land deals 1 damage to you. Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Cephalid Coliseum</div></div> <div>Land</div> <div>{T}: Add {U}. This land deals 1 damage to you. Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Cephalid Coliseum</div></div> <div>Land</div> <div>{T}: Add {U}. This land deals 1 damage to you. Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Cephalid Coliseum <hr/> Land <hr/> <p>{T}: Add {U}. This land deals 1 damage to you. Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard.</p>	City of Brass <hr/> Land <hr/> <p>Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color.</p>	City of Brass <hr/> Land <hr/> <p>Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color.</p>	City of Brass <hr/> Land <hr/> <p>Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color.</p>
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City of Brass <hr/> Land <hr/> <p>Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color.</p>	Dread Return (2)(B)(B) <hr/> Sorcery <hr/> <p>Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p>	Faithless Looting (R) <hr/> Sorcery <hr/> <p>Draw two cards, then discard two cards. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p>	Faithless Looting (R) <hr/> Sorcery <hr/> <p>Draw two cards, then discard two cards. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p>
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This land enters with three mining counters on it.
{}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.

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4 G

This creature enters with a +1/+1 counter on it for each creature card in your graveyard.

{1}, Remove a +1/+1 counter from this creature: Regenerate this creature.

Dredge 6 (If you would draw a card, you may mill six cards instead. If you do, return this card from your graveyard to your hand.)

0/0

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0/0

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1 B

When this creature dies, put target creature card from your graveyard on top of your library.
Dredge 4 (If you would draw a card, you may mill four cards instead. If you do, return this card from your graveyard to your hand.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Golgari Thug ① ② Creature -- Human Warrior When this creature dies, put target creature card from your graveyard on top of your library. Dredge 4 (If you would draw a card, you may mill four cards instead. If you do, return this card from your graveyard to your hand.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Golgari Thug ① ② Creature -- Human Warrior When this creature dies, put target creature card from your graveyard on top of your library. Dredge 4 (If you would draw a card, you may mill four cards instead. If you do, return this card from your graveyard to your hand.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Golgari Thug ① ② Creature -- Human Warrior When this creature dies, put target creature card from your graveyard on top of your library. Dredge 4 (If you would draw a card, you may mill four cards instead. If you do, return this card from your graveyard to your hand.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ichorid ③ ② Creature -- Horror Haste At the beginning of the end step, sacrifice this creature. At the beginning of your upkeep, if this card is in your graveyard, you may exile a black creature card other than this card from your graveyard. If you do, return this card to the battlefield. <div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ichorid ③ ② Creature -- Horror Haste At the beginning of the end step, sacrifice this creature. At the beginning of your upkeep, if this card is in your graveyard, you may exile a black creature card other than this card from your graveyard. If you do, return this card to the battlefield. <div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lion's Eye Diamond ⑥ Artifact Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant. <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lion's Eye Diamond ⑥ Artifact Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant. <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lion's Eye Diamond ⑥ Artifact Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant. <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - THE_DADDY - 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

①

Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

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①

{T}, Sacrifice this artifact: Add one mana of any color.

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{T}, Pay 1 life: Add one mana of any color.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② U

Flying
When this card is put into your graveyard from your library, you may put it onto the battlefield.

1/1

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Flying
When this card is put into your graveyard from your library, you may put it onto the battlefield.

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

Narcomoeba 1 U Creature -- Illusion Flying When this card is put into your graveyard from your library, you may put it onto the battlefield. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Narcomoeba 1 U Creature -- Illusion Flying When this card is put into your graveyard from your library, you may put it onto the battlefield. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Otherworldly Gaze U Instant Surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) Flashback {1}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ox of Agonas 3 R R Creature -- Ox When this creature enters, discard your hand, then draw three cards. Escape--{R}{R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it. <div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ox of Agonas 3 R R Creature -- Ox When this creature enters, discard your hand, then draw three cards. Escape--{R}{R}, Exile eight other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with a +1/+1 counter on it. <div>4/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Poxwalkers 2 B Creature -- Zombie Deathtouch Curse of the Walking Pox -- Whenever you cast a spell from anywhere other than your hand, return this card from your graveyard to the battlefield tapped. <div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Poxwalkers 2 B Creature -- Zombie Deathtouch Curse of the Walking Pox -- Whenever you cast a spell from anywhere other than your hand, return this card from your graveyard to the battlefield tapped. <div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Putrid Imp B Creature -- Zombie Imp Discard a card: This creature gains flying until end of turn. Threshold -- As long as there are seven or more cards in your graveyard, this creature gets +1/+1 and can't block. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Sanctity 2W ^W <hr/> Enchantment <hr/> <p>If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Leyline of Sanctity 2W ^W <hr/> Enchantment <hr/> <p>If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Leyline of the Void 2B ^B <hr/> Enchantment <hr/> <p>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Leyline of the Void 2B ^B <hr/> Enchantment <hr/> <p>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
Lightning Axe R <hr/> Instant <hr/> <p>As an additional cost to cast this spell, discard a card or pay {5}. Lightning Axe deals 5 damage to target creature.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Nature's Claim G <hr/> Instant <hr/> <p>Destroy target artifact or enchantment. Its controller gains 4 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Psychic Frog U ^B <hr/> Creature -- Frog <hr/> <p>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.</p> <p>[sideboard]</p> <div>1/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Psychic Frog U ^B <hr/> Creature -- Frog <hr/> <p>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.</p> <p>[sideboard]</p> <div>1/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div><div>Static Prison</div><div>W</div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Static Prison</div><div>W</div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Static Prison</div><div>W</div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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