

Brainstorm U <hr/> Instant <hr/> Draw three cards, then put two cards from your hand on top of your library in any order. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Brainstorm U <hr/> Instant <hr/> Draw three cards, then put two cards from your hand on top of your library in any order. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Brainstorm U <hr/> Instant <hr/> Draw three cards, then put two cards from your hand on top of your library in any order. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Bridge from Below B B B <hr/> Enchantment <hr/> 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. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
Bridge from Below B B B <hr/> Enchantment <hr/> 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. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Cabal Therapy B <hr/> Sorcery <hr/> 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.) <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Cabal Therapy B <hr/> Sorcery <hr/> 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.) <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Cabal Therapy B <hr/> Sorcery <hr/> 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.) <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<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>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>

Land

{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.

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2 B B

Sorcery

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Sorcery

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.)

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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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Counter target spell.

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Golgari Grave-Troll (4)(G) Creature -- Troll Skeleton 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.) <div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Golgari Grave-Troll (4)(G) Creature -- Troll Skeleton 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.) <div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Golgari Grave-Troll (4)(G) Creature -- Troll Skeleton 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.) <div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Golgari Grave-Troll (4)(G) Creature -- Troll Skeleton 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.) <div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Golgari Thug (1)(B) 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)(B) 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)(B) 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	Island Basic Land -- Island ({T}: Add {U}.) <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - FGC - Legacy (Legacy League)

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

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Narcomoeba

① ②

Creature -- Illusion

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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Narcomoeba

①②

Creature -- Illusion

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

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Creature -- Illusion

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Otherworldly Gaze

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

<div> <div>Otherworldly Gaze</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>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.)</p> <p>Flashback {1}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Polluted Delta</div> <div> </div> </div> <div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Poxwalkers</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie</div> <div> <p>Deathtouch</p> <p>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.</p> </div> </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Poxwalkers</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Zombie</div> <div> <p>Deathtouch</p> <p>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.</p> </div> </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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Playtest cards - FGC - Legacy (Legacy League)

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

<p>Scalding Tarn</p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sink into Stupor (1)(U)(U)</p> <p>Instant</p> <p>Return target spell or nonland permanent an opponent controls to its owner's hand.</p> <p>----- BACK FACE -----</p> <p>Soporific Springs</p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sink into Stupor (1)(U)(U)</p> <p>Instant</p> <p>Return target spell or nonland permanent an opponent controls to its owner's hand.</p> <p>----- BACK FACE -----</p> <p>Soporific Springs</p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sink into Stupor (1)(U)(U)</p> <p>Instant</p> <p>Return target spell or nonland permanent an opponent controls to its owner's hand.</p> <p>----- BACK FACE -----</p> <p>Soporific Springs</p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Sink into Stupor (1)(U)(U)</p> <p>Instant</p> <p>Return target spell or nonland permanent an opponent controls to its owner's hand.</p> <p>----- BACK FACE -----</p> <p>Soporific Springs</p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Stinkweed Imp (2)(B)</p> <p>Creature -- Imp</p> <p>Flying</p> <p>Whenever this creature deals combat damage to a creature, destroy that creature.</p> <p>Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Stinkweed Imp (2)(B)</p> <p>Creature -- Imp</p> <p>Flying</p> <p>Whenever this creature deals combat damage to a creature, destroy that creature.</p> <p>Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Stinkweed Imp (2)(B)</p> <p>Creature -- Imp</p> <p>Flying</p> <p>Whenever this creature deals combat damage to a creature, destroy that creature.</p> <p>Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - FGC - Legacy (Legacy League)

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

<div> <div> Stinkweed Imp <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Imp</div> <div> <p>Flying</p> <p>Whenever this creature deals combat damage to a creature, destroy that creature.</p> <p>Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)</p> </div> <div> <div>1/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Thassa's Oracle <div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> <p>When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)</p> </div> <div> <div>1/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Undercity Sewers </div> <div> <div>Land -- Island Swamp</div> <div> <p>([T]): Add [U] or [B].)</p> <p>This land enters tapped.</p> <p>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> <div> Underground Sea </div> <div> <div>Land -- Island Swamp</div> <div> <p>([T]): Add [U] or [B].)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div> Bridge from Below <div> <div>B</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div> <p>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.</p> <p>When a creature is put into an opponent's graveyard from the battlefield, if this card is in your graveyard, exile this card.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Chain of Vapor <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Chain of Vapor <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Chain of Vapor <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

Chain of Vapor U <hr/> Instant <hr/> Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Negation 1UU <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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Negation 1UU <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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Negation 1UU <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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Force of Negation 1UU <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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ichorid 3B <hr/> Creature -- Horror <hr/> 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. [sideboard] <div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ichorid 3B <hr/> Creature -- Horror <hr/> 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. [sideboard] <div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kiora's Dismissal U <hr/> Instant <hr/> Strive -- This spell costs {U} more to cast for each target beyond the first. Return any number of target enchantments to their owners' hands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - F6C - Legacy (Legacy League)

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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> Kiora's Dismissal U </div> <div> Instant </div> <div> <p>Strive -- This spell costs {U} more to cast for each target beyond the first.</p> <p>Return any number of target enchantments to their owners' hands.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Silent Gravestone 1 </div> <div> Artifact </div> <div> <p>Cards in graveyards can't be the targets of spells or abilities.</p> <p>{4}, {T}: Exile this artifact and all cards from all graveyards. Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Silent Gravestone 1 </div> <div> Artifact </div> <div> <p>Cards in graveyards can't be the targets of spells or abilities.</p> <p>{4}, {T}: Exile this artifact and all cards from all graveyards. Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	

Playtest cards - FGC - 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 10/10 - 3 cards - 2.5 x 3.5 in each