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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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(B)

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.)

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①②

Whenever this creature becomes the target of a spell or ability, mill three cards.

{2}{U}, {T}: Prevent all combat damage that would be dealt to and dealt by target creature you control this turn.

1/1

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Cephalid Illusionist (1)(U) Creature -- Octopus Wizard Whenever this creature becomes the target of a spell or ability, mill three cards. {2}{U}, {T}: Prevent all combat damage that would be dealt to and dealt by target creature you control this turn. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daze (1)(U) Instant 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daze (1)(U) Instant 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daze (1)(U) Instant 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Daze (1)(U) Instant 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dread Return (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	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Force of Will<div>3UU</div></div><div>Instant</div><div>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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Force of Will<div>3UU</div></div><div>Instant</div><div>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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div> <div>Lotus Petal</div> <div>Artifact</div> <div> {[T]}, Sacrifice this artifact: Add one mana of any color. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Meticulous Archive</div> <div>Land -- Plains Island</div> <div> {[T]}: Add {[W]} or {[U]}.) 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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Misty Rainforest</div> <div>Land</div> <div> {[T]}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Misty Rainforest</div> <div>Land</div> <div> {[T]}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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Nadu, Winged Wisdom ①⑥⑦ Legendary Creature -- Bird Wizard Flying Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn." <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nadu, Winged Wisdom ①⑥⑦ Legendary Creature -- Bird Wizard Flying Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn." <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Narcomoeba ①⑦ 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 ①⑦ 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 ①⑦ 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	Nomads en-Kor ⑦ Creature -- Kor Nomad Soldier {0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nomads en-Kor ⑦ Creature -- Kor Nomad Soldier {0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nomads en-Kor ⑦ Creature -- Kor Nomad Soldier {0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

W

{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.

1/1

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$$(\{T\}: \text{Add } \{W\}.)$$

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U

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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(X) (W)

Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

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

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<div> Shuko <div>1</div> </div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature gets +1/+0. Equip {0} ({0}: Attach to target creature you control. Equip only as a sorcery.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Shuko <div>1</div> </div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature gets +1/+0. Equip {0} ({0}: Attach to target creature you control. Equip only as a sorcery.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Shuko <div>1</div> </div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature gets +1/+0. Equip {0} ({0}: Attach to target creature you control. Equip only as a sorcery.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Shuko <div>1</div> </div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature gets +1/+0. Equip {0} ({0}: Attach to target creature you control. Equip only as a sorcery.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> Teferi, Time Raveler <div>1WU</div> </div> <div>Legendary Planeswalker -- Teferi</div> <div> <p>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</p> </div> <div> <div>L 4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Teferi, Time Raveler <div>1WU</div> </div> <div>Legendary Planeswalker -- Teferi</div> <div> <p>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</p> </div> <div> <div>L 4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Thassa's Oracle <div>UU</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Tropical Island </div> <div>Land -- Forest Island</div> <div> <p>({T}: Add {G} or {U}.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Land -- Forest Island

$$(\{T\}: \text{Add } \{G\} \text{ or } \{U\}.)$$

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Land -- Plains Island

($\{T\}$: Add $\{W\}$ or $\{U\}$.)

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Land -- Island Swamp

($\{T\}$: Add $\{U\}$ or $\{B\}$.)

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Land

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

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Instant

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]

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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]

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[sideboard]

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Legendary Creature -- Human Soldier

Each opponent can't cast noncreature spells with mana value greater than the number of lands that player controls.

Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Lavinia, Azorius Renegade (W)(U)</div> <div> <div>Legendary Creature -- Human Soldier</div> <div> <p>Each opponent can't cast noncreature spells with mana value greater than the number of lands that player controls.</p> <p>Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.</p> <p>[sideboard]</p> </div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Serenity (1)(W)</div> <div> <div>Enchantment</div> <div> <p>At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Serenity (1)(W)</div> <div> <div>Enchantment</div> <div> <p>At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Soul-Guide Lantern (1)</div> <div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>
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