

Boseiju, Who Endures Legendary Land {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.	Brainstorm U Instant Draw three cards, then put two cards from your hand on top of your library in any order.	Brainstorm U Instant Draw three cards, then put two cards from your hand on top of your library in any order.	Brainstorm U Instant Draw three cards, then put two cards from your hand on top of your library in any order.
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Brainstorm U Instant Draw three cards, then put two cards from your hand on top of your library in any order.	Bristly Bill, Spine Sower 1G Legendary Creature -- Plant Druid Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature. {3}{G}{G}: Double the number of +1/+1 counters on each creature you control.	Delighted Halfling G Creature -- Halfling Citizen {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.	Delighted Halfling G Creature -- Halfling Citizen {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.
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Dryad Arbor Land Creature -- Forest Dryad (This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Endurance 1GG Creature -- Elemental Incarnation 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. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Field of the Dead Land This land enters tapped. {T}: Add {C}. Whenever this land or another land you control enters, if you control seven or more lands with different names, create a 2/2 black Zombie creature token. 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	Force of Will 3UU 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Will 3UU 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Will 3UU 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Will 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Green Sun's Zenith X G Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Green Sun's Zenith X G Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Meticulous Archive Land -- Plains Island {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Nadu, Winged Wisdom 1GⓈ 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." 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nadu, Winged Wisdom 1GⓈ 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." 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nadu, Winged Wisdom 1GⓈ 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." 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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." 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Noble Hierarch ⑥ 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 ⑥ 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	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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - Zitical - 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

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

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① ⑥

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.

1/1

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W

Exile target creature. Its controller gains life equal to its power.

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Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to Plowshares Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Safekeeper Creature -- Human Wizard Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teferi, Time Raveler Legendary Planeswalker -- Teferi 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. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Teferi, Time Raveler Legendary Planeswalker -- Teferi 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. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teferi, Time Raveler Legendary Planeswalker -- Teferi 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. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tropical Island Land -- Forest Island ([T]: Add [G] or [U].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tropical Island Land -- Forest Island ([T]: Add [G] or [U].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Consign to Memory U Instant Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deafening Silence W Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deafening Silence W Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Endurance 1GG Creature -- Elemental Incarnation 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. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Flusterstorm U Instant Counter target instant or sorcery spell unless its controller pays {1}. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Vigor 2GG 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 PLAYbotbox.dev	Hydroblast U Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hydroblast U Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Scavenging Ooze 1 6 Creature -- Ooze {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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Veil of Summer 6 Instant Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Veil of Summer 6 Instant Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	

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