

## Bad lands

Land -- Swamp Mountain

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

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UB

Artifact Creature -- Bird

Flying, deathtouch  
When this creature enters, draw a card.

1/1

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2 B

Creature -- Lhurgoyf

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.

$$* / 1 + *$$

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## Bloodstained Mire

Land

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

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U

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

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① ② ③

Creature -- Faerie Rogue

Flash

Flying

This creature can block only creatures with flying.

3/1

- - - ADVENTURE - - -

①②

Instant - - Adventure

Return target nonland permanent an  
opponent controls to its owner's hand.

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(B)

Instant

Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape-- $\{3\{B\}$ , Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

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Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--**{3}{B}**, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

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3 U U

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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Basic Land -- Island

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

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Basic Land -- Island

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① ② ③

Choose two --

- \* Return target creature card from your graveyard to your hand.
- \* Target player discards a card.
- \* Destroy target artifact.
- \* Kolaghan's Command deals 2 damage to any target.

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① ② ③

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Choose two --
* Return target creature card from
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* Kolaghan's Command deals 2 damage
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®

Lightning Bolt deals 3 damage to any target.

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Lightning Bolt deals 3 damage to any
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3 U U

Draw three cards.  
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

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

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5 U U

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)  
Flying  
This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it. Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature.

3/3

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① ② ③

Each opponent can't draw more than one card each turn.

[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

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| <b>Nimble Obstructionist</b> (2)(U)<br>Creature -- Bird Wizard<br>Flash<br>Flying<br>Cycling {2}{U} ({2}{U}, Discard this card: Draw a card.)<br>When you cycle this card, counter target activated or triggered ability you don't control.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                      | <b>Orcish Bowmasters</b> (1)(B)<br>Creature -- Orc Archer<br>Flash<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Orcish Bowmasters</b> (1)(B)<br>Creature -- Orc Archer<br>Flash<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Orcish Bowmasters</b> (1)(B)<br>Creature -- Orc Archer<br>Flash<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Orcish Bowmasters</b> (1)(B)<br>Creature -- Orc Archer<br>Flash<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Polluted Delta</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                               | <b>Polluted Delta</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                               | <b>Polluted Delta</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                               |

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| <div><div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ponder</div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    | <div><div><div>Ponder</div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div><div>Ponder</div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              |
| <div><div><div>Ponder</div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            | <div><div><div>Psychic Frog</div><div>Creature -- Frog</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Sheoldred's Edict</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Each opponent sacrifices a nontoken creature of their choice.<br/>* Each opponent sacrifices a creature token of their choice.<br/>* Each opponent sacrifices a planeswalker of their choice.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Sheoldred's Edict</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Each opponent sacrifices a nontoken creature of their choice.<br/>* Each opponent sacrifices a creature token of their choice.<br/>* Each opponent sacrifices a planeswalker of their choice.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Snapcaster Mage</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Human Wizard</div><div>Flash<br/>When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</div></div></div> <div><div>2/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                         |
| <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                      | <div><div><div>Thoughtseize</div><div><div>B</div></div></div><div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                              | <div><div><div>Thoughtseize</div><div><div>B</div></div></div><div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                | <div><div><div>Thoughtseize</div><div><div>B</div></div></div><div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><div>Undercity Sewers</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>This land enters tapped.</div><div>When this land enters, surveil 1.</div><div>(Look at the top card of your library. You may put it into your graveyard.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Underground Sea</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                       | <div><div><div>Volcanic Island</div><div>Land -- Island Mountain</div><div><div>({T}: Add {U} or {R}.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                    | <div><div><div>Waterlogged Teachings</div><div>Instant</div><div>Search your library for an instant card or a card with flash, reveal it, put it into your hand, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <div><div><div>BACK FACE</div></div><div><div><div>Inundated Archive</div><div>Land</div><div>This land enters tapped.</div><div>({T}: Add {U} or {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
| <div><div><div>Blood Moon</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                   | <div><div><div>Consign to Memory</div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Consign to Memory</div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.</div><div>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                           |

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| <div> <b>Infernal Reckoning</b> <span>(B)</span> </div> <div>Instant</div> <div>Exile target colorless creature. You gain life equal to its power.</div> <div>[sideboard]</div> <div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div>                                                                                                                                                                                                                                                               | <div> <b>Meltdown</b> <span>(X)(R)</span> </div> <div>Sorcery</div> <div>Destroy each artifact with mana value X or less.</div> <div>[sideboard]</div> <div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div>                                                                                                                           | <div> <b>Meltdown</b> <span>(X)(R)</span> </div> <div>Sorcery</div> <div>Destroy each artifact with mana value X or less.</div> <div>[sideboard]</div> <div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div>                                                  | <div> <b>Nihil Spellbomb</b> <span>(1)</span> </div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</div> <div>[sideboard]</div> <div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div> |
| <div> <b>Opposition Agent</b> <span>(2)(B)</span> </div> <div>Creature -- Human Rogue</div> <div>Flash<br/>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.</div> <div>[sideboard]</div> <div> <div>3/2</div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div> | <div> <b>Plague Engineer</b> <span>(2)(B)</span> </div> <div>Creature -- Phyrexian Carrier</div> <div>Deathtouch<br/>As this creature enters, choose a creature type. Creatures of the chosen type your opponents control get -1/-1.</div> <div>[sideboard]</div> <div> <div>2/2</div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div> | <div> <b>Pyroblast</b> <span>(R)</span> </div> <div>Instant</div> <div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div> <div>[sideboard]</div> <div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div> | <div> <b>Red Elemental Blast</b> <span>(R)</span> </div> <div>Instant</div> <div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div> <div>[sideboard]</div> <div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</small> <small>botbox.dev</small> </div>                                                                                   |

Playtest cards - JamesKisau - 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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>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.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>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.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Toxic Deluge</div> <div>2B</div> </div> <div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, pay X life.</p> <p>All creatures get -X/-X until end of turn.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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sheet 10/10 - 3 cards - 2.5 x 3.5 in each