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| <div> <div>Barrowgoyf</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Lhurgoyf</div> <div> <p>Deathtouch, lifelink<br/>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.<br/>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.</p> </div> <div> <div>*/1+*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                   | <div> <div>Barrowgoyf</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Lhurgoyf</div> <div> <p>Deathtouch, lifelink<br/>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.<br/>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.</p> </div> <div> <div>*/1+*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                   | <div> <div>Boggart Trawler</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Goblin</div> <div> <p>When this creature enters, exile target player's graveyard.</p> </div> <div> <div>3/1</div> </div> <div> <div>----- BACK FACE -----</div> </div> <div> <div>Boggart Bog</div> <div> <div>Land</div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {B}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                       | <div> <div>Cling to Dust</div> <div> <div>B</div> </div> </div> <div> <div>Instant</div> <p>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.)</p> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Emperor of Bones</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Skeleton Noble</div> <p>At the beginning of combat on your turn, exile up to one target card from a graveyard.<br/>{1}{B}: Adapt 2.<br/>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</p> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Emperor of Bones</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Skeleton Noble</div> <p>At the beginning of combat on your turn, exile up to one target card from a graveyard.<br/>{1}{B}: Adapt 2.<br/>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</p> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Emperor of Bones</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Skeleton Noble</div> <p>At the beginning of combat on your turn, exile up to one target card from a graveyard.<br/>{1}{B}: Adapt 2.<br/>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</p> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Karakas</div> </div> <div> <div>Legendary Land</div> <p>{T}: Add {W}.<br/>{T}: Return target legendary creature to its owner's hand.</p> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                       |

Playtest cards - morsaaa - 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 1/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Karakas</div> <div>Legendary Land</div> <div>{T}: Add {W}.</div> <div>{T}: Return target legendary creature to its owner's hand.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                           | <div>Ketramose, the New Dawn 1WB</div> <div>Legendary Creature -- God</div> <div>Menace, lifelink, indestructible</div> <div>Ketramose can't attack or block unless there are seven or more cards in exile.</div> <div>Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Ketramose, the New Dawn 1WB</div> <div>Legendary Creature -- God</div> <div>Menace, lifelink, indestructible</div> <div>Ketramose can't attack or block unless there are seven or more cards in exile.</div> <div>Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Ketramose, the New Dawn 1WB</div> <div>Legendary Creature -- God</div> <div>Menace, lifelink, indestructible</div> <div>Ketramose can't attack or block unless there are seven or more cards in exile.</div> <div>Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Lion Sash 1W</div> <div>Artifact Creature -- Equipment Cat</div> <div>{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on this permanent.</div> <div>Equipped creature gets +1/+1 for each +1/+1 counter on this Equipment.</div> <div>Reconfigure {2} ({2}: Attach to target creature you control; or unattach from a creature.</div> <div>Reconfigure only as a sorcery. While attached, this isn't a creature.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Marsh Flats</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                  | <div>Marsh Flats</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                  | <div>Marsh Flats</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                  |

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Creature -- Orc Archer

Flash  
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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Creature -- Orc Archer

Flash  
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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Enchantment Creature -- Avatar Horror

Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)

Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Enchantment Creature -- Avatar Horror

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5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Enchantment Creature -- Avatar Horror

Impending 5- $\{1\}\{B\}$  (If you cast this spell for its impending cost, it enters with five time counters, and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Overlord of the Balemurk (3)(B)(B)</div><div>Enchantment Creature -- Avatar Horror</div><div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Phelia, Exuberant Shepherd (1)(W)</div><div>Legendary Creature -- Dog</div><div>Flash<br/>Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Phelia, Exuberant Shepherd (1)(W)</div><div>Legendary Creature -- Dog</div><div>Flash<br/>Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Phelia, Exuberant Shepherd (1)(W)</div><div>Legendary Creature -- Dog</div><div>Flash<br/>Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

## Sorcery

Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Sorcery

Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Plains Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Plains Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Plains Swamp

({T}: Add {W} or {B}.)  
 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 PLAY botbox.dev

① W W

Creature -- Kor Spirit

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.

When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Skyclave Apparition</b> (1)(W)(W)<br>Creature -- Kor Spirit<br>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Solitude</b> (3)(W)(W)<br>Creature -- Elemental Incarnation<br>Flash<br>Lifelink<br>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br>Evoke--Exile a white card from your hand.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Solitude</b> (3)(W)(W)<br>Creature -- Elemental Incarnation<br>Flash<br>Lifelink<br>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br>Evoke--Exile a white card from your hand.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Solitude</b> (3)(W)(W)<br>Creature -- Elemental Incarnation<br>Flash<br>Lifelink<br>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br>Evoke--Exile a white card from your hand.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Solitude</b> (3)(W)(W)<br>Creature -- Elemental Incarnation<br>Flash<br>Lifelink<br>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br>Evoke--Exile a white card from your hand.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                               | <b>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                          | <b>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                          | <b>Swords to Plowshares</b> (W)<br>Instant<br>Exile target creature. Its controller gains life equal to its power.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                              |

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| <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          | <div><div>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          | <div><div>Thoughtseize</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Thoughtseize</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thoughtseize</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thoughtseize</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   |



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| <b>Doorkeeper Thrull</b> (1)(W)<br>Creature -- Thrull<br>Flash<br>Flying<br>Artifacts and creatures entering don't cause abilities to trigger.<br>[sideboard]<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                           | <b>Doorkeeper Thrull</b> (1)(W)<br>Creature -- Thrull<br>Flash<br>Flying<br>Artifacts and creatures entering don't cause abilities to trigger.<br>[sideboard]<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                           | <b>Doorkeeper Thrull</b> (1)(W)<br>Creature -- Thrull<br>Flash<br>Flying<br>Artifacts and creatures entering don't cause abilities to trigger.<br>[sideboard]<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                           | <b>Leyline of the Void</b> (2)(B)(B)<br>Enchantment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Leyline of the Void</b> (2)(B)(B)<br>Enchantment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Leyline of the Void</b> (2)(B)(B)<br>Enchantment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Leyline of the Void</b> (2)(B)(B)<br>Enchantment<br>If this card is in your opening hand, you may begin the game with it on the battlefield.<br>If a card would be put into an opponent's graveyard from anywhere, exile it instead.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Null Rod</b> (2)<br>Artifact<br>Activated abilities of artifacts can't be activated.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                 |

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| <div> <div>Null Rod</div> <div>2</div> </div> <div> <div>Artifact</div> <div> Activated abilities of artifacts can't be activated. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>White Orchid Phantom</div> <div>W W</div> </div> <div> <div>Creature -- Spirit Knight</div> <div> Flying, first strike<br/> When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>White Orchid Phantom</div> <div>W W</div> </div> <div> <div>Creature -- Spirit Knight</div> <div> Flying, first strike<br/> When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - morsaaa - Legacy (Legacy League)

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