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| <div><div><div>Aether Vial</div><div>①</div></div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aether Vial</div><div>①</div></div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aether Vial</div><div>①</div></div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Brainstorm</div><div>Ⓢ</div></div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 |
| <div><div><div>Brainstorm</div><div>Ⓢ</div></div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div><div>Brainstorm</div><div>Ⓢ</div></div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div><div>Brainstorm</div><div>Ⓢ</div></div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div><div>Cavern of Souls</div><div></div></div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Cephalid Illusionist</b> ①①U<br>Creature -- Octopus Wizard<br>Whenever this creature becomes the target of a spell or ability, mill three cards.<br>{2}{U}, {T}: Prevent all combat damage that would be dealt to and dealt by target creature you control this turn.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Cephalid Illusionist</b> ①①U<br>Creature -- Octopus Wizard<br>Whenever this creature becomes the target of a spell or ability, mill three cards.<br>{2}{U}, {T}: Prevent all combat damage that would be dealt to and dealt by target creature you control this turn.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Cephalid Illusionist</b> ①①U<br>Creature -- Octopus Wizard<br>Whenever this creature becomes the target of a spell or ability, mill three cards.<br>{2}{U}, {T}: Prevent all combat damage that would be dealt to and dealt by target creature you control this turn.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Cephalid Illusionist</b> ①①U<br>Creature -- Octopus Wizard<br>Whenever this creature becomes the target of a spell or ability, mill three cards.<br>{2}{U}, {T}: Prevent all combat damage that would be dealt to and dealt by target creature you control this turn.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Dread Return</b> ②B B<br>Sorcery<br>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.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                         | <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                           | <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                           | <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br><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 Island card, put it onto the battlefield, then shuffle.

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## 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

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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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## Land -- Forest Island

({T}: Add {G} 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.)

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## Instant

Target player shuffles up to three target cards from their graveyard into their library.  
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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## 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.)

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## 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 PLAY botbox.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 PLAY botbox.dev

**Nadu, Winged Wisdom** (1)(G)(U)

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

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Nadu, Winged Wisdom 1 G U

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3/4

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**Narcomoeba** (1)(U)

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 botbox.dev

**Narcomoeba** (1)(U)

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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| <div><div><div><div><div><div></div><div><b>Nomads en-Kor</b></div><div><div>W</div></div></div></div><div><div>Creature -- Kor Nomad Soldier</div><div><div></div><div></div></div></div><div><div><div>{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.</div><div></div></div></div><div><div><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Nomads en-Kor</b></div><div><div>W</div></div></div></div><div><div>Creature -- Kor Nomad Soldier</div><div><div></div><div></div></div></div><div><div><div>{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.</div><div></div></div></div><div><div><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Nomads en-Kor</b></div><div><div>W</div></div></div></div><div><div>Creature -- Kor Nomad Soldier</div><div><div></div><div></div></div></div><div><div><div>{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.</div><div></div></div></div><div><div><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Nomads en-Kor</b></div><div><div>W</div></div></div></div><div><div>Creature -- Kor Nomad Soldier</div><div><div></div><div></div></div></div><div><div><div>{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.</div><div></div></div></div><div><div><div>1/1</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> |
| <div><div><div><div><div><div></div><div><b>Ponder</b></div><div><div>U</div></div></div></div><div><div>Sorcery</div><div><div></div><div></div></div></div><div><div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle.<br/>Draw a card.</div><div></div></div></div><div><div><div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                        | <div><div><div><div><div><div></div><div><b>Ponder</b></div><div><div>U</div></div></div></div><div><div>Sorcery</div><div><div></div><div></div></div></div><div><div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle.<br/>Draw a card.</div><div></div></div></div><div><div><div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                        | <div><div><div><div><div><div></div><div><b>Ponder</b></div><div><div>U</div></div></div></div><div><div>Sorcery</div><div><div></div><div></div></div></div><div><div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle.<br/>Draw a card.</div><div></div></div></div><div><div><div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                        | <div><div><div><div><div><div></div><div><b>Ponder</b></div><div><div>U</div></div></div></div><div><div>Sorcery</div><div><div></div><div></div></div></div><div><div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle.<br/>Draw a card.</div><div></div></div></div><div><div><div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                        |

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| <div><div>Prismatic Ending</div><div><div>X</div><div>W</div></div></div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Prismatic Ending</div><div><div>X</div><div>W</div></div></div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Shaman en-Kor</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Kor Cleric Shaman</div> <div><div><div><div>{0}</div>: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.</div><div><div>{1}{W}</div>: The next time a source of your choice would deal damage to target creature this turn, that damage is dealt to this creature instead.</div></div></div> <div><div>1/2</div></div> |
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| <div><div>Step Through</div><div><div>3UU</div></div></div> <div><div>Sorcery</div><div>Return two target creatures to their owners' hands.<br/>Wizardcycling {2} ({2}, Discard this card: Search your library for a Wizard card, 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>Swords to Plowshares</div><div><div>W</div></div></div> <div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Swords to Plowshares</div><div><div>W</div></div></div> <div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Thassa's Oracle</div><div><div>UU</div></div></div> <div><div>Creature -- Merfolk Wizard</div><div>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.)</div></div> <div><div>1/3</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Tropical Island</div></div> <div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                             | <div><div>Tundra</div></div> <div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                      | <div><div>Tundra</div></div> <div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                      | <div><div>Urza's Saga</div></div> <div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, 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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| <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                       | <div><div>Disenchant</div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       | <div><div>Faerie Macabre</div><div>Creature -- Faerie Rogue</div><div>Flying<br/>Discard this card: Exile up to two target cards from graveyards.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Faerie Macabre</b> (1)(B)(B)<br>Creature -- Faerie Rogue<br>Flying<br>Discard this card: Exile up to two target cards from graveyards.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                             | <b>Force of Negation</b> (1)(U)(U)<br>Instant<br>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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Force of Negation</b> (1)(U)(U)<br>Instant<br>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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Force of Negation</b> (1)(U)(U)<br>Instant<br>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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Ghost Vacuum</b> (1)<br>Artifact<br>{T}: Exile target card from a graveyard.<br>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hydroblast</b> (U)<br>Instant<br>Choose one --<br>* Counter target spell if it's red.<br>* Destroy target permanent if it's red.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                        | <b>Hydroblast</b> (U)<br>Instant<br>Choose one --<br>* Counter target spell if it's red.<br>* Destroy target permanent if it's red.<br>[sideboard]<br>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>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                         |

**Playtest cards - Negator87 - 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>Swords to Plowshares</div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Veil of Summer</div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Veil of Summer</div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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