

**G**

Flying  
{T}: Add one mana of any color.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G W**

```
Noncreature spells with mana value 4
or greater can't be cast.
Noncreature spells with {X} in their
mana costs can't be cast.
```

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Legendary Land

{T}: Add {G} for each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**X G**

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

**X G**

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

**X G**

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

**X G**

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

{T}, Pay 1 life: Add {G} or {W}.  
 {1}, {T}, Sacrifice this land: Draw  
 a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

```
{T}: Add {w}.
{T}: Return target legendary
creature to its owner's hand.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

This creature gets +1/+1 for each land card in your graveyard.

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

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

This creature gets +1/+1 for each land card in your graveyard. {T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

This creature gets +1/+1 for each land card in your graveyard. {T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

This creature gets +1/+1 for each land card in your graveyard.  
{T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creature -- Human Cleric

**{T}**: Target creature you control gains protection from the color of your choice until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

W

Creature -- Human Cleric

{T}: Target creature you control gains protection from the color of your choice until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

W

Creature -- Human Cleric

{T}: Target creature you control gains protection from the color of your choice until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

**G**

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

**G**

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

Ⓒ

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

**G**

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

## Plains

## Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Qasali Pridemage

**GW**

Creature -- Cat Wizard

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)  
{1}, Sacrifice this creature:  
Destroy target artifact or enchantment.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ramunap Excavator

② ⑥

Creature -- Snake Cleric

You may play lands from your graveyard.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sanctum Prelate

① W W

Creature -- Human Cleric

As this creature enters, choose a number.  
Noncreature spells with mana value equal to the chosen number can't be cast.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Savannah

Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Savannah

Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Savannah

Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Scavenging Ooze

① ② G

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

|                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                         |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Scryb Ranger</b> (1)(G)<br>Creature -- Faerie Ranger<br>Flash<br>Flying, protection from blue<br>Return a Forest you control to its owner's hand: Untap target creature.<br>Activate only once each turn.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Stoneforge Mystic</b> (1)(W)<br>Creature -- Kor Artificer<br>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.<br>1/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Stoneforge Mystic</b> (1)(W)<br>Creature -- Kor Artificer<br>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.<br>1/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Sword of Fire and Ice</b> (3)<br>Artifact -- Equipment<br>Equipped creature gets +2/+2 and has protection from red and from blue.<br>Whenever equipped creature deals combat damage to a player, this Equipment deals 2 damage to any target and you draw a card.<br>Equip {2}<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>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>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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                |

① ②

At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

First strike  
Noncreature spells cost {1} more to  
cast.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

```
First strike
Noncreature spells cost {1} more to
cast.
```

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

First strike  
Noncreature spells cost {1} more to  
cast.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

First strike  
Noncreature spells cost {1} more to  
cast.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑥

Landfall -- Whenever a land you control enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

Whenever you sacrifice a Clue, put a +1/+1 counter on this creature.

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

```
Whenever equipped creature deals
combat damage, put two charge
counters on Umezawa's Jitte.
Remove a charge counter from
Umezawa's Jitte: Choose one --
* Equipped creature gets +2/+2 until
end of turn.
* Target creature gets -1/-1 until
end of turn.
* You gain 2 life.
Equip {2}
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

|                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                               |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</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>                                                                | <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>                                                                | <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>                                                                | <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>                                                                |

## Windswept Heath

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Windswept Heath

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wooded Foothills

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wooded Foothills

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Bojuka Bog

Land

This land enters tapped.  
When this land enters, exile target  
player's graveyard.  
{T}: Add {B}.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Choke

② ⑥

## Enchantment

Islands don't untap during their controllers' untap steps.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Choke

②⑥

## Enchantment

Islands don't untap during their controllers' untap steps.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Council's Judgment

① W W

Sorcery

Will of the council -- Starting with you, each player votes for a nonland permanent you don't control. Exile each permanent with the most votes or tied for most votes.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Playtest cards - wachabi\_ptt - 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 8/10 - 8 cards - 2.5 x 3.5 in each

① W W

Will of the council -- Starting with you, each player votes for a nonland permanent you don't control. Exile each permanent with the most votes or tied for most votes.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Each player who has cast a nonartifact spell this turn can't cast additional nonartifact spells.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Each player who has cast a nonartifact spell this turn can't cast additional nonartifact spells.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 W W

[+1]: Until end of turn, Gideon becomes a 5/5 Human Soldier Ally creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.

```
[0]: Create a 2/2 white Knight Ally
creature token.
```

```
[-4]: You get an emblem with
"Creatures you control get +1/+1."
```

**L 4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Creature cards in graveyards and libraries can't enter the battlefield.  
Players can't cast spells from graveyards or libraries.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

As this artifact enters, choose a card name.  
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

When this creature enters, you may destroy target artifact or enchantment.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

|                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |  |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| <div> <div>Sanctum Prelate</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <p>As this creature enters, choose a number.</p> <p>Noncreature spells with mana value equal to the chosen number can't be cast.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |  |