

Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chalice of the Void Artifact This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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①

Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors.

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① W

Flash
If a nontoken creature would enter
and it wasn't cast, exile it
instead.

2/2

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Containment Priest 1 W Creature -- Human Cleric Flash If a nontoken creature would enter and it wasn't cast, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eldrazi Displacer 2 W Creature -- Eldrazi Devoid (This card has no color.) {2}{C}: Exile another target creature, then return it to the battlefield tapped under its owner's control. ({C} represents colorless mana.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eldrazi Displacer 2 W Creature -- Eldrazi Devoid (This card has no color.) {2}{C}: Exile another target creature, then return it to the battlefield tapped under its owner's control. ({C} represents colorless mana.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eldrazi Displacer 2 W Creature -- Eldrazi Devoid (This card has no color.) {2}{C}: Exile another target creature, then return it to the battlefield tapped under its owner's control. ({C} represents colorless mana.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Ghost Quarter

Land

{T}: Add **{C}**.
{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

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Karakas

Legendary Land

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{T}: Add {W}.
{T}: Return target legendary
creature to its owner's hand.
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Leonin Arbiter

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Creature -- Cat Cleric

Players can't search libraries. Any player may pay {2} for that player to ignore this effect until end of turn.

2/2

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① W

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2/2

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② W W

Creature -- Human Soldier

When this creature enters, you become the monarch.

When this creature enters, exile target creature an opponent controls until an opponent becomes the monarch.

2/2

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Palace Jailer 2 W W Creature -- Human Soldier When this creature enters, you become the monarch. When this creature enters, exile target creature an opponent controls until an opponent becomes the monarch. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Palace Jailer 2 W W Creature -- Human Soldier When this creature enters, you become the monarch. When this creature enters, exile target creature an opponent controls until an opponent becomes the monarch. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Palace Jailer 2 W W Creature -- Human Soldier When this creature enters, you become the monarch. When this creature enters, exile target creature an opponent controls until an opponent becomes the monarch. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Thalia, Heretic Cathar (2)(W) Legendary Creature -- Human Soldier First strike Creatures and nonbasic lands your opponents control enter tapped. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thought-Knot Seer (3)(C) Creature -- Eldrazi ({C} represents colorless mana.) When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card. When this creature leaves the battlefield, target opponent draws a card. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thought-Knot Seer (3)(C) Creature -- Eldrazi ({C} represents colorless mana.) When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card. When this creature leaves the battlefield, target opponent draws a card. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thought-Knot Seer (3)(C) Creature -- Eldrazi ({C} represents colorless mana.) When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card. When this creature leaves the battlefield, target opponent draws a card. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Umezawa's Jitte 2 Legendary Artifact -- Equipment 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 PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blessed Alliance 1W Instant Escalate {2} (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target player gains 4 life. * Untap up to two target creatures. * Target opponent sacrifices an attacking creature of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Generous Gift 2W Instant Destroy target permanent. Its controller creates a 3/3 green Elephant creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Generous Gift 2W Instant Destroy target permanent. Its controller creates a 3/3 green Elephant creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swords to Plowshares

Instant

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

[sideboard]

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Thorn of Amethyst

Artifact

Noncreature spells cost {1} more to cast.

[sideboard]

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Thorn of Amethyst

Artifact

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[sideboard]

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[sideboard]

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Playtest cards - Malte108 - Legacy (Legacy League)

sheet 10/10 - 4 cards - 2.5 x 3.5 in each

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.