

## 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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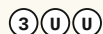
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| <div>Bloodstained Mire</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Brainstorm</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 PLAY botbox.dev</div>                                                                                                                                                                                                   | <div>Brainstorm</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 PLAY botbox.dev</div>                                                                                                                                                     | <div>Brainstorm</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 PLAY botbox.dev</div>                                                                                                                                                     |
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# Playtest cards - JamesKisau - Legacy (Legacy League)

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

## Force of Will

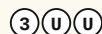


Instant

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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## Force of Will

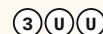


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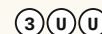


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## Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

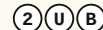
## Island

Basic Land -- Island

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

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**Kaito, Bane of Nightmares** (2)(U)(B)



Legendary Planeswalker -- Kaito

Ninjutsu {1}{U}{B} ({1}{U}{B},  
Return an unblocked attacker you  
control to hand: Put this card onto  
the battlefield from your hand  
tapped and attacking.)

During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof.

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

[0]: Surveil 2. Then draw a card for each opponent who lost life this turn.

[-2]: Tap target creature. Put two  
stun counters on it.

L 4

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**Kolaghan's Command** (1)(B)(R)



Instant

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 B R

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- \* 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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®

Lightning Bolt deals 3 damage to any target.

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Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

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.

**L 5**

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Land

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

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1 B

Instant

Choose one --

- \* Each opponent sacrifices a nontoken creature of their choice.
- \* Each opponent sacrifices a creature token of their choice.
- \* Each opponent sacrifices a planeswalker of their choice.

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1 B

Instant

```
Choose one --
* Each opponent sacrifices a
nontoken creature of their choice.
* Each opponent sacrifices a
creature token of their choice.
* Each opponent sacrifices a
planeswalker of their choice.
```

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① ②

Creature -- Human Wizard

Flash  
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.)

2/1

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Basic Land -- Swamp

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

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Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

## Sorcery

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

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ⓑ

Sorcery

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

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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>--- BACK FACE ---</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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| <b>Fatal Push</b> <span>(B)</span><br><hr/> Instant<br><hr/> Destroy target creature if it has mana value 2 or less.<br>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.<br><br>[sideboard] | <b>Hymn to Tourach</b> <span>(B)(B)</span><br><hr/> Sorcery<br><hr/> Target player discards two cards at random.<br><br>[sideboard]                                                                       | <b>Meltdown</b> <span>(X)(R)</span><br><hr/> Sorcery<br><hr/> Destroy each artifact with mana value X or less.<br><br>[sideboard]                                                | <b>Opposition Agent</b> <span>(2)(B)</span><br><hr/> Creature -- Human Rogue<br><hr/> 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.<br><br>[sideboard] <div>3/2</div> |
| <b>Price of Progress</b> <span>(1)(R)</span><br><hr/> Instant<br><hr/> Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls.<br><br>[sideboard]                                                                           | <b>Price of Progress</b> <span>(1)(R)</span><br><hr/> Instant<br><hr/> Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls.<br><br>[sideboard] | <b>Pyroblast</b> <span>(R)</span><br><hr/> Instant<br><hr/> Choose one --<br>* Counter target spell if it's blue.<br>* Destroy target permanent if it's blue.<br><br>[sideboard] | <b>Red Elemental Blast</b> <span>(R)</span><br><hr/> Instant<br><hr/> Choose one --<br>* Counter target blue spell.<br>* Destroy target blue permanent.<br><br>[sideboard]                                                                                                                                                                                                                                              |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                  | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                               | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                      |

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| <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div> <div>Instant</div> <div> ({B/P} can be paid with either {B} or 2 life.)<br/> 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. </div> <div>[sideboard]</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> ({B/P} can be paid with either {B} or 2 life.)<br/> 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. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thoughtseize</div> <div>B</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>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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