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| <p><b>Agadeem's Awakening</b> (X)(B)(B)(B)</p> <p>Sorcery</p> <p>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</p> <p>----- BACK FACE -----</p> <p><b>Agadeem, the Undercrypt</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Agadeem's Awakening</b> (X)(B)(B)(B)</p> <p>Sorcery</p> <p>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</p> <p>----- BACK FACE -----</p> <p><b>Agadeem, the Undercrypt</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Agadeem's Awakening</b> (X)(B)(B)(B)</p> <p>Sorcery</p> <p>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</p> <p>----- BACK FACE -----</p> <p><b>Agadeem, the Undercrypt</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Agadeem's Awakening</b> (X)(B)(B)(B)</p> <p>Sorcery</p> <p>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</p> <p>----- BACK FACE -----</p> <p><b>Agadeem, the Undercrypt</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> |
| <p><b>Balustrade Spy</b> (3)(B)</p> <p>Creature -- Vampire Rogue</p> <p>Flying</p> <p>When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                 | <p><b>Balustrade Spy</b> (3)(B)</p> <p>Creature -- Vampire Rogue</p> <p>Flying</p> <p>When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                 | <p><b>Balustrade Spy</b> (3)(B)</p> <p>Creature -- Vampire Rogue</p> <p>Flying</p> <p>When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                 | <p><b>Balustrade Spy</b> (3)(B)</p> <p>Creature -- Vampire Rogue</p> <p>Flying</p> <p>When this creature enters, target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                 |

**Playtest cards - Lundquist, Ben - Timeless (Arena Championship 10)** sheet 2/10 - 8 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.

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| <div><div><div>Creeping Chill</div><div>3B</div></div><div>Sorcery</div><div>Creeping Chill deals 3 damage to each opponent and you gain 3 life. When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Creeping Chill</div><div>3B</div></div><div>Sorcery</div><div>Creeping Chill deals 3 damage to each opponent and you gain 3 life. When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Creeping Chill</div><div>3B</div></div><div>Sorcery</div><div>Creeping Chill deals 3 damage to each opponent and you gain 3 life. When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Creeping Chill</div><div>3B</div></div><div>Sorcery</div><div>Creeping Chill deals 3 damage to each opponent and you gain 3 life. When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Dark Ritual</div><div>B</div></div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                             | <div><div><div>Dark Ritual</div><div>B</div></div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                             | <div><div><div>Dark Ritual</div><div>B</div></div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                             | <div><div><div>Dark Ritual</div><div>B</div></div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                             |

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| <div><div><div>Demonic Tutor</div><div>1B</div></div><div>Sorcery</div><div>Search your library for a card, put that card into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Entomb</div><div>B</div></div><div>Instant</div><div>Search your library for a card, put that card into your graveyard, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                              | <div><div><div>Entomb</div><div>B</div></div><div>Instant</div><div>Search your library for a card, put that card into your graveyard, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                              | <div><div><div>Entomb</div><div>B</div></div><div>Instant</div><div>Search your library for a card, put that card into your graveyard, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                              |
| <div><div><div>Entomb</div><div>B</div></div><div>Instant</div><div>Search your library for a card, put that card into your graveyard, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div><div>Fell the Profane</div><div>2BB</div></div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Fell Mire</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fell the Profane</div><div>2BB</div></div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Fell Mire</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fell the Profane</div><div>2BB</div></div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Fell Mire</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Fell the Profane</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> Instant </div> <div> Destroy target creature or planeswalker. </div> <div> <div>-----</div> <div>BACK FACE</div> </div> <div> <b>Fell Mire</b> </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Grief</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> Creature -- Elemental Incarnation </div> <div> Menace<br/> When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.<br/> Evoke--Exile a black card from your hand. </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Grief</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> Creature -- Elemental Incarnation </div> <div> Menace<br/> When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.<br/> Evoke--Exile a black card from your hand. </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                   | <div> <b>Grief</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> Creature -- Elemental Incarnation </div> <div> Menace<br/> When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.<br/> Evoke--Exile a black card from your hand. </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                   |
| <div> <b>Grief</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> Creature -- Elemental Incarnation </div> <div> Menace<br/> When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.<br/> Evoke--Exile a black card from your hand. </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                     | <div> <b>Haunted Dead</b> <div> <div>3</div> <div>B</div> </div> </div> <div> Creature -- Zombie </div> <div> When this creature enters, create a 1/1 white Spirit creature token with flying.<br/> {1}{B}, Discard two cards: Return this card from your graveyard to the battlefield tapped. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                  | <div> <b>Life</b> <div> <div>6</div> </div> </div> <div> Sorcery </div> <div> All lands you control become 1/1 creatures until end of turn. They're still lands. </div> <div> <div>RIGHT HALF</div> </div> <div> <b>Death</b> <div> <div>1</div> <div>B</div> </div> </div> <div> Sorcery </div> <div> Return target creature card from your graveyard to the battlefield. You lose life equal to its mana value. </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Life</b> <div> <div>6</div> </div> </div> <div> Sorcery </div> <div> All lands you control become 1/1 creatures until end of turn. They're still lands. </div> <div> <div>RIGHT HALF</div> </div> <div> <b>Death</b> <div> <div>1</div> <div>B</div> </div> </div> <div> Sorcery </div> <div> Return target creature card from your graveyard to the battlefield. You lose life equal to its mana value. </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

1 U B

Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step.

3/3

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① ② ③

Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 U B

Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Whenever a creature enters, if it entered from your graveyard or you cast it from your graveyard, return this card from your graveyard to the battlefield tapped at the beginning of the next end step.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Progenitus    (W)(W)(U)(U)(B)(B)(R)(R)(G)(G)

Protection from everything  
If Progenitus would be put into a  
graveyard from anywhere, reveal  
Progenitus and shuffle it into its  
owner's library instead.

10/10

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**B**

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)**

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 W W W

**Lifelink**  
When Saint Elenda enters, conjure a card of your choice from Saint Elenda's spellbook into your hand. You may cast that card this turn without paying its mana cost. At the beginning of your end step, if you gained life this turn, create an X/X white Avatar creature token, where X is the amount of life you gained this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 W W W

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When Saint Elenda enters, conjure a card of your choice from Saint Elenda's spellbook into your hand. You may cast that card this turn without paying its mana cost. At the beginning of your end step, if you gained life this turn, create an X/X white Avatar creature token, where X is the amount of life you gained this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2 B

At the beginning of your end step, if you gained 3 or more life this turn, return this card from your graveyard to the battlefield tapped. {1}{B}, Sacrifice this creature: Draw a card.

**3/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

2 B

At the beginning of your end step, if you gained 3 or more life this turn, return this card from your graveyard to the battlefield tapped. {1}{B}, Sacrifice this creature: Draw a card.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**3/1**

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| <p><b>Sorin, Imperious Bloodlord</b> (2)(B)</p> <p>Legendary Planeswalker -- Sorin</p> <p>[+1]: Target creature you control gains deathtouch and lifelink until end of turn. If it's a Vampire, put a +1/+1 counter on it.<br/> [+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life.<br/> [-3]: You may put a Vampire creature card from your hand onto the battlefield.</p> <p>L 4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Sorin, Imperious Bloodlord</b> (2)(B)</p> <p>Legendary Planeswalker -- Sorin</p> <p>[+1]: Target creature you control gains deathtouch and lifelink until end of turn. If it's a Vampire, put a +1/+1 counter on it.<br/> [+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life.<br/> [-3]: You may put a Vampire creature card from your hand onto the battlefield.</p> <p>L 4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Sorin, Imperious Bloodlord</b> (2)(B)</p> <p>Legendary Planeswalker -- Sorin</p> <p>[+1]: Target creature you control gains deathtouch and lifelink until end of turn. If it's a Vampire, put a +1/+1 counter on it.<br/> [+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life.<br/> [-3]: You may put a Vampire creature card from your hand onto the battlefield.</p> <p>L 4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Sorin, Imperious Bloodlord</b> (2)(B)</p> <p>Legendary Planeswalker -- Sorin</p> <p>[+1]: Target creature you control gains deathtouch and lifelink until end of turn. If it's a Vampire, put a +1/+1 counter on it.<br/> [+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life.<br/> [-3]: You may put a Vampire creature card from your hand onto the battlefield.</p> <p>L 4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Leyline of the Void</b> (2)(B)(B)</p> <p>Enchantment</p> <p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                | <p><b>Narcomoeba</b> (1)(U)</p> <p>Creature -- Illusion</p> <p>Flying<br/> When this card is put into your graveyard from your library, you may put it onto the battlefield.</p> <p>[sideboard]</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                             | <p><b>Pithing Needle</b> (1)</p> <p>Artifact</p> <p>As this artifact enters, choose a card name.<br/> Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                         | <p><b>Surgical Extraction</b> (BP)</p> <p>Instant</p> <p>([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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                     |

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| <div><div><div>Surgical Extraction</div><div>BP</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></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>The Creation of Avacyn</div><div>1BB</div></div><div>Enchantment -- Saga</div><div><p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p><p>I -- Search your library for a card, exile it face down, then shuffle.</p><p>II -- Turn the exiled card face up. If it's a creature card, you lose life equal to its mana value.</p><p>III -- You may put the exiled card onto the battlefield if it's a creature card. If you don't put it onto the battlefield, put it into its owner's hand.</p></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>The Creation of Avacyn</div><div>1BBB</div></div><div>Enchantment -- Saga</div><div><p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p><p>I -- Search your library for a card, exile it face down, then shuffle.</p><p>II -- Turn the exiled card face up. If it's a creature card, you lose life equal to its mana value.</p><p>III -- You may put the exiled card onto the battlefield if it's a creature card. If you don't put it onto the battlefield, put it into its owner's hand.</p></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thoughtseize</div><div>B</div></div><div>Sorcery</div><div><p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         |
| <div><div><div>Thoughtseize</div><div>B</div></div><div>Sorcery</div><div><p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          | <div><div><div>Thoughtseize</div><div>B</div></div><div>Sorcery</div><div><p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                  | <div><div><div>Thoughtseize</div><div>B</div></div><div>Sorcery</div><div><p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                   | <div><div><div>Vexing Bauble</div><div>1</div></div><div>Artifact</div><div><p>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.</p><p>{1}, {T}, Sacrifice this artifact: Draw a card.</p></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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