

Agadeem's Awakening (X)(B)(B)(B) Sorcery Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less. ----- BACK FACE ----- Agadeem, the Undercrypt Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Agadeem's Awakening (X)(B)(B)(B) Sorcery Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less. ----- BACK FACE ----- Agadeem, the Undercrypt Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Agadeem's Awakening (X)(B)(B)(B) Sorcery Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less. ----- BACK FACE ----- Agadeem, the Undercrypt Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Agadeem's Awakening (X)(B)(B)(B) Sorcery Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less. ----- BACK FACE ----- Agadeem, the Undercrypt Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Balustrade Spy (3)(B) Creature -- Vampire Rogue Flying 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Balustrade Spy (3)(B) Creature -- Vampire Rogue Flying 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Balustrade Spy (3)(B) Creature -- Vampire Rogue Flying 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Balustrade Spy (3)(B) Creature -- Vampire Rogue Flying 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Nicassio00 - Legacy (Nacional Legacy 2025) 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.

Cabal Ritual 1 B Instant Add {B}{B}{B}. Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cabal Therapy B Sorcery Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cabal Therapy B Sorcery Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Elvish Spirit Guide 2 6 Creature -- Elf Spirit Exile this card from your hand: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Spirit Guide 2 6 Creature -- Elf Spirit Exile this card from your hand: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Spirit Guide 2 6 Creature -- Elf Spirit Exile this card from your hand: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Spirit Guide 2 6 Creature -- Elf Spirit Exile this card from your hand: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fell the Profane 2 B B Instant Destroy target creature or planeswalker. ----- BACK FACE ----- Fell Mire Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fell the Profane 2 B B Instant Destroy target creature or planeswalker. ----- BACK FACE ----- Fell Mire Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fell the Profane 2 B B Instant Destroy target creature or planeswalker. ----- BACK FACE ----- Fell Mire Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fell the Profane 2 B B Instant Destroy target creature or planeswalker. ----- BACK FACE ----- Fell Mire Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Jack-o' -Lantern ① Artifact {1}, {T}, Sacrifice this artifact: Exile up to one target card from a graveyard. Draw a card. {1}, Exile this card from your graveyard: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal ⑥ Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal ⑥ Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal ⑥ Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lotus Petal ⑥ Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memory's Journey ①① 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Narcomoeba ①① 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 PLAYbotbox.dev	Narcomoeba ①① 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 PLAYbotbox.dev

Narcomoeba ①①U 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 PLAYbotbox.dev	Poxwalkers ②②B Creature -- Zombie Deathtouch Curse of the Walking Pox -- Whenever you cast a spell from anywhere other than your hand, return this card from your graveyard to the battlefield tapped. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reanimate ①B Sorcery 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 PLAYbotbox.dev	Simian Spirit Guide ②②R Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Simian Spirit Guide ②②R Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simian Spirit Guide ②②R Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simian Spirit Guide ②②R Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thassa's Oracle ①①U Creature -- Merfolk Wizard 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.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Undercity Informer 2B Creature -- Human Rogue {1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Undercity Informer 2B Creature -- Human Rogue {1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Undercity Informer 2B Creature -- Human Rogue {1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Undercity Informer 2B Creature -- Human Rogue {1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Unmask 3 B Sorcery You may exile a black card from your hand rather than pay this spell's mana cost. Target player reveals their hand. You choose a nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unmask 3 B Sorcery You may exile a black card from your hand rather than pay this spell's mana cost. Target player reveals their hand. You choose a nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unmask 3 B Sorcery You may exile a black card from your hand rather than pay this spell's mana cost. Target player reveals their hand. You choose a nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unmask 3 B Sorcery You may exile a black card from your hand rather than pay this spell's mana cost. Target player reveals their hand. You choose a nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dread Return 2 B B Sorcery 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Living Conundrum 4 U Creature -- Elemental Hexproof If you would draw a card while your library has no cards in it, skip that draw instead. As long as there are no cards in your library, this creature has base power and toughness 10/10 and has flying and vigilance. [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Passageway Seer 3 B Creature -- Tiefling Warlock Lifelink When this creature enters, you take the initiative. At the beginning of your end step, if you have the initiative, put a +1/+1 counter on this creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Passageway Seer 3 B Creature -- Tiefling Warlock Lifelink When this creature enters, you take the initiative. At the beginning of your end step, if you have the initiative, put a +1/+1 counter on this creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Passageway Seer 3 B Creature -- Tiefling Warlock Lifelink When this creature enters, you take the initiative. At the beginning of your end step, if you have the initiative, put a +1/+1 counter on this creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Passageway Seer 3 B Creature -- Tiefling Warlock Lifelink When this creature enters, you take the initiative. At the beginning of your end step, if you have the initiative, put a +1/+1 counter on this creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Progenitus W W U U B B R R G G Legendary Creature -- Hydra Avatar Protection from everything If Progenitus would be put into a graveyard from anywhere, reveal Progenitus and shuffle it into its owner's library instead. [sideboard] 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shenanigans 1 R Sorcery Destroy target artifact. Dredge 1 (If you would draw a card, you may mill a card instead. If you do, return this card from your graveyard to your hand.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Surgical Extraction BP Instant {B/P} can be paid with either {B} or 2 life.) 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surgical Extraction BP Instant {B/P} can be paid with either {B} or 2 life.) 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unstoppable Slasher 2 B Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Unstoppable Slasher (2)(B) Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unstoppable Slasher (2)(B) Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unstoppable Slasher (2)(B) Creature -- Zombie Assassin Deathtouch Whenever this creature deals combat damage to a player, they lose half their life, rounded up. When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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