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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>                                                                                                                 |

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| <div><div><div>Bridge from Below</div><div><div>B</div><div>B</div><div>B</div></div></div><div><div>Enchantment</div><div>Whenever a nontoken creature is put into your graveyard from the battlefield, if this card is in your graveyard, create a 2/2 black Zombie creature token.<br/>When a creature is put into an opponent's graveyard from the battlefield, if this card is in your graveyard, exile this card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Cabal Ritual</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>Add {B}{B}{B}.<br/>Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                               | <div><div><div>Cabal Ritual</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>Add {B}{B}{B}.<br/>Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                               | <div><div><div>Cabal Ritual</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>Add {B}{B}{B}.<br/>Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                 |
| <div><div><div>Cabal Ritual</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>Add {B}{B}{B}.<br/>Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                   | <div><div><div>Cabal Therapy</div><div><div>B</div></div></div><div><div>Sorcery</div><div>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.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Cabal Therapy</div><div><div>B</div></div></div><div><div>Sorcery</div><div>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.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Chancellor of the Annex</div><div><div>4</div><div>W</div><div>W</div><div>W</div></div></div><div><div>Creature -- Phyrexian Angel</div><div>You may reveal this card from your opening hand. If you do, when each opponent casts their first spell of the game, counter that spell unless that player pays {1}.<br/>Flying<br/>Whenever an opponent casts a spell, counter it unless that player pays {1}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> <div><div>5/6</div></div> |

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| <div><div>Chancellor of the Annex</div><div>4WWW</div></div> <div>Creature -- Phyrexian Angel</div> <div><div>You may reveal this card from your opening hand. If you do, when each opponent casts their first spell of the game, counter that spell unless that player pays {1}.</div><div>Flying</div><div>Whenever an opponent casts a spell, counter it unless that player pays {1}.</div></div> <div><div>5/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chrome Mox</div><div>0</div></div> <div>Artifact</div> <div><div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.</div><div>{T}: Add one mana of any of the exiled card's colors.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chrome Mox</div><div>0</div></div> <div>Artifact</div> <div><div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.</div><div>{T}: Add one mana of any of the exiled card's colors.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chrome Mox</div><div>0</div></div> <div>Artifact</div> <div><div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.</div><div>{T}: Add one mana of any of the exiled card's colors.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Chrome Mox</div><div>0</div></div> <div>Artifact</div> <div><div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.</div><div>{T}: Add one mana of any of the exiled card's colors.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                             | <div><div>Dark Ritual</div><div>B</div></div> <div>Instant</div> <div><div>Add {B}{B}{B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Dark Ritual</div><div>B</div></div> <div>Instant</div> <div><div>Add {B}{B}{B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Dark Ritual</div><div>B</div></div> <div>Instant</div> <div><div>Add {B}{B}{B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  |

**B**

Add  $\{B\}\{B\}\{B\}$ .

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2 B B

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.)

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2G

Exile this card from your hand: Add {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

Exile this card from your hand: Add {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Exile this card from your hand: Add {G}.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Exile this card from your hand: Add {G}.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ⑨

{T}, Sacrifice this artifact: Add one mana of any color.

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## ①

{T}, Sacrifice this artifact: Add one mana of any color.

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**Playtest cards - StormGuyisme - Legacy (Legacy League)** sheet 5/10 - 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.

## ①

Counter target spell.  
At the beginning of your next  
upkeep, pay {3}{U}{U}. If you don't,  
you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Counter target spell.  
At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②②

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ⑨

Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay  $\{2\}\{G\}\{G\}$ . If you don't, you lose the game.

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## 0

Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay  $\{2\}\{G\}\{G\}$ . If you don't, you lose the game.

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| <div>Summoner's Pact</div> <div>Instant</div> <div>Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                 | <div>Summoner's Pact</div> <div>Instant</div> <div>Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                 | <div>Thassa's Oracle</div> <div>Creature -- Merfolk Wizard</div> <div>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.)</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                              | <div>Turntimber Symbiosis</div> <div>Sorcery</div> <div>Look at the top seven cards of your library. You may put a creature card from among them onto the battlefield. If that card has mana value 3 or less, it enters with three additional +1/+1 counters on it. Put the rest on the bottom of your library in a random order.</div> <div>--- BACK FACE ---</div> <div>Turntimber, Serpentine Wood</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Turntimber Symbiosis</div> <div>Sorcery</div> <div>Look at the top seven cards of your library. You may put a creature card from among them onto the battlefield. If that card has mana value 3 or less, it enters with three additional +1/+1 counters on it. Put the rest on the bottom of your library in a random order.</div> <div>--- BACK FACE ---</div> <div>Turntimber, Serpentine Wood</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Turntimber Symbiosis</div> <div>Sorcery</div> <div>Look at the top seven cards of your library. You may put a creature card from among them onto the battlefield. If that card has mana value 3 or less, it enters with three additional +1/+1 counters on it. Put the rest on the bottom of your library in a random order.</div> <div>--- BACK FACE ---</div> <div>Turntimber, Serpentine Wood</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Turntimber Symbiosis</div> <div>Sorcery</div> <div>Look at the top seven cards of your library. You may put a creature card from among them onto the battlefield. If that card has mana value 3 or less, it enters with three additional +1/+1 counters on it. Put the rest on the bottom of your library in a random order.</div> <div>--- BACK FACE ---</div> <div>Turntimber, Serpentine Wood</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Undercity Informer</div> <div>Creature -- Human Rogue</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                   |

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| <p><b>Undercity Informer</b> (2)(B)</p> <p>Creature -- Human Rogue</p> <p>{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.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                        | <p><b>Undercity Informer</b> (2)(B)</p> <p>Creature -- Human Rogue</p> <p>{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.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                        | <p><b>Undercity Informer</b> (2)(B)</p> <p>Creature -- Human Rogue</p> <p>{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.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Wild Cantor</b> (R/G)</p> <p>Creature -- Human Druid</p> <p>({R/G} can be paid with either {R} or {G}.)</p> <p>Sacrifice this creature: Add one mana of any color.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                          |
| <p><b>Chancellor of the Annex</b> (4)(W)(W)(W)</p> <p>Creature -- Phyrexian Angel</p> <p>You may reveal this card from your opening hand. If you do, when each opponent casts their first spell of the game, counter that spell unless that player pays {1}.</p> <p>Flying</p> <p>Whenever an opponent casts a spell, counter it unless that player pays {1}.</p> <p>[sideboard]</p> <p>5/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Chancellor of the Annex</b> (4)(W)(W)(W)</p> <p>Creature -- Phyrexian Angel</p> <p>You may reveal this card from your opening hand. If you do, when each opponent casts their first spell of the game, counter that spell unless that player pays {1}.</p> <p>Flying</p> <p>Whenever an opponent casts a spell, counter it unless that player pays {1}.</p> <p>[sideboard]</p> <p>5/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Force of Vigor</b> (2)(G)(G)</p> <p>Instant</p> <p>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>         | <p><b>Force of Vigor</b> (2)(G)(G)</p> <p>Instant</p> <p>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

**Playtest cards - StormGuyisme - 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



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| <div><div><div>Force of Vigor</div><div>②⑥⑥</div></div><div><div>Instant</div><div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Force of Vigor</div><div>②⑥⑥</div></div><div><div>Instant</div><div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                              | <div><div><div>Nature's Claim</div><div>⑥</div></div><div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                            | <div><div><div>Nature's Claim</div><div>⑥</div></div><div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                            |
| <div><div><div>Nature's Claim</div><div>⑥</div></div><div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                               | <div><div><div>Veil of Summer</div><div>⑥</div></div><div><div>Instant</div><div>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Veil of Summer</div><div>⑥</div></div><div><div>Instant</div><div>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Veil of Summer</div><div>⑥</div></div><div><div>Instant</div><div>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

**G**

Flying  
Whenever this creature attacks,  
defending player can't cast spells  
this turn.

0/1

**G**

Flying  
Whenever this creature attacks,  
defending player can't cast spells  
this turn.

0/1

©

Flying  
Whenever this creature attacks,  
defending player can't cast spells  
this turn.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev