

<div><div>Agadeem's Awakening</div><div><div>X</div><div>B</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</div> <div>----- BACK FACE -----</div> <div><div>Agadeem, the Undercrypt</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>Agadeem's Awakening</div><div><div>X</div><div>B</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</div> <div>----- BACK FACE -----</div> <div><div>Agadeem, the Undercrypt</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>Agadeem's Awakening</div><div><div>X</div><div>B</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</div> <div>----- BACK FACE -----</div> <div><div>Agadeem, the Undercrypt</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>Agadeem's Awakening</div><div><div>X</div><div>B</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less.</div> <div>----- BACK FACE -----</div> <div><div>Agadeem, the Undercrypt</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>Beseech the Mirror</div><div><div>1</div><div>B</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Beseech the Mirror</div><div><div>1</div><div>B</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Beseech the Mirror</div><div><div>1</div><div>B</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Beseech the Mirror</div><div><div>1</div><div>B</div><div>B</div><div>B</div></div></div> <div>Sorcery</div> <div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Playtest cards - Karstico - Modern (Modern League) sheet 2/10 - 8 cards - 2.5 x 3.5 in each
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<div> <div>Glasswing Grace</div> <div> <div>3</div> <div>W/B</div> <div>W/B</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>Enchanted creature gets +2/+2 and has flying and lifelink.</div> </div> </div> <div> <div>BACK FACE</div> <div>Age-Graced Chapel</div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>{T}: Add {W} or {B}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Glasswing Grace</div> <div> <div>3</div> <div>W/B</div> <div>W/B</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>Enchanted creature gets +2/+2 and has flying and lifelink.</div> </div> </div> <div> <div>BACK FACE</div> <div>Age-Graced Chapel</div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>{T}: Add {W} or {B}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Glasswing Grace</div> <div> <div>3</div> <div>W/B</div> <div>W/B</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>Enchanted creature gets +2/+2 and has flying and lifelink.</div> </div> </div> <div> <div>BACK FACE</div> <div>Age-Graced Chapel</div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>{T}: Add {W} or {B}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Glasswing Grace</div> <div> <div>3</div> <div>W/B</div> <div>W/B</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <div>Enchant creature</div> <div>Enchanted creature gets +2/+2 and has flying and lifelink.</div> </div> </div> <div> <div>BACK FACE</div> <div>Age-Graced Chapel</div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>{T}: Add {W} or {B}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

<p>Grief (2)(B)(B)</p> <p>Creature -- Elemental Incarnation</p> <p>Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Grief (2)(B)(B)</p> <p>Creature -- Elemental Incarnation</p> <p>Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Grief (2)(B)(B)</p> <p>Creature -- Elemental Incarnation</p> <p>Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Grief (2)(B)(B)</p> <p>Creature -- Elemental Incarnation</p> <p>Menace When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke--Exile a black card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Irencrag Feat (1)(R)(R)(R)</p> <p>Sorcery</p> <p>Add seven {R}. You can cast only one more spell this turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Pact of Negation (0)</p> <p>Instant</p> <p>Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Pact of Negation (0)</p> <p>Instant</p> <p>Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Pact of Negation (0)</p> <p>Instant</p> <p>Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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<div><div><div>Talisman of Hierarchy</div><div>2</div></div><div>Artifact</div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {B}. This artifact deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Talisman of Hierarchy</div><div>2</div></div><div>Artifact</div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {B}. This artifact deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Talisman of Hierarchy</div><div>2</div></div><div>Artifact</div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {B}. This artifact deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Talisman of Hierarchy</div><div>2</div></div><div>Artifact</div><div><div>{T}: Add {C}.</div><div>{T}: Add {W} or {B}. This artifact deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<div> <div>Witch Enchanter</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Warlock</div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div>2/2</div> <div> <div>BACK FACE</div> </div> <div> <div>Witch-Blessed Meadow</div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div>Witch Enchanter</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Warlock</div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div>2/2</div> <div> <div>BACK FACE</div> </div> <div> <div>Witch-Blessed Meadow</div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div>Witch Enchanter</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Warlock</div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div>2/2</div> <div> <div>BACK FACE</div> </div> <div> <div>Witch-Blessed Meadow</div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div>Witch Enchanter</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Warlock</div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div>2/2</div> <div> <div>BACK FACE</div> </div> <div> <div>Witch-Blessed Meadow</div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>
<div> <div>Culling Ritual</div> <div> <div>2</div> <div>B</div> <div>G</div> </div> </div> <div> <div>Sorcery</div> <div> Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Drannith Magistrate</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> Your opponents can't cast spells from anywhere other than their hands. </div> <div>[sideboard]</div> <div>1/3</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Drannith Magistrate</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> Your opponents can't cast spells from anywhere other than their hands. </div> <div>[sideboard]</div> <div>1/3</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Fatal Push</div> <div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> Destroy target creature if it has mana value 2 or less. 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

Playtest cards - Karstico - Modern (Modern 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

<div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less. 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less. 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Fatal Push</div><div>B</div></div> <div>Instant</div> <div>Destroy target creature if it has mana value 2 or less. 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Leyline of Sanctity</div><div>2WW</div></div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Leyline of Sanctity</div><div>2WW</div></div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Leyline of Sanctity</div><div>2WW</div></div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Orim's Chant</div><div>W</div></div> <div>Instant</div> <div>Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div> <div>Orim's Chant</div> <div>W</div> </div> <div> <div>Instant</div> <div> <div>Kicker {W} (You may pay an additional {W} as you cast this spell.)</div> <div>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Sheoldred, the Apocalypse</div> <div>2BB</div> </div> <div> <div>Legendary Creature -- Phyrexian Praetor</div> <div> <div>Deathtouch</div> <div>Whenever you draw a card, you gain 2 life.</div> <div>Whenever an opponent draws a card, they lose 2 life.</div> </div> <div>[sideboard]</div> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Sheoldred, the Apocalypse</div> <div>2BBB</div> </div> <div> <div>Legendary Creature -- Phyrexian Praetor</div> <div> <div>Deathtouch</div> <div>Whenever you draw a card, you gain 2 life.</div> <div>Whenever an opponent draws a card, they lose 2 life.</div> </div> <div>[sideboard]</div> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	

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