

<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 - Xenowan - Modern (Modern Challenge 32) 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.

<div><div><div>Glasswing Grace</div><div>③ 4/8 4/8</div></div><div>Enchantment -- Aura</div><div>Enchant creature Enchanted creature gets +2/+2 and has flying and lifelink.</div><div>----- BACK FACE -----</div><div><div>Age-Graced Chapel</div><div>Land</div><div>This land enters tapped. {T}: Add {W} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Glasswing Grace</div><div>③ 4/8 4/8</div></div><div>Enchantment -- Aura</div><div>Enchant creature Enchanted creature gets +2/+2 and has flying and lifelink.</div><div>----- BACK FACE -----</div><div><div>Age-Graced Chapel</div><div>Land</div><div>This land enters tapped. {T}: Add {W} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Glasswing Grace</div><div>③ 4/8 4/8</div></div><div>Enchantment -- Aura</div><div>Enchant creature Enchanted creature gets +2/+2 and has flying and lifelink.</div><div>----- BACK FACE -----</div><div><div>Age-Graced Chapel</div><div>Land</div><div>This land enters tapped. {T}: Add {W} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Glasswing Grace</div><div>③ 4/8 4/8</div></div><div>Enchantment -- Aura</div><div>Enchant creature Enchanted creature gets +2/+2 and has flying and lifelink.</div><div>----- BACK FACE -----</div><div><div>Age-Graced Chapel</div><div>Land</div><div>This land enters tapped. {T}: Add {W} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Goblin Charbelcher</div><div>④</div></div><div>Artifact</div><div>{3}, {T}: Reveal cards from the top of your library until you reveal a land card. This artifact deals damage equal to the number of nonland cards revealed this way to any target. If the revealed land card was a Mountain, this artifact deals double that damage instead. Put the revealed cards on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Goblin Charbelcher</div><div>④</div></div><div>Artifact</div><div>{3}, {T}: Reveal cards from the top of your library until you reveal a land card. This artifact deals damage equal to the number of nonland cards revealed this way to any target. If the revealed land card was a Mountain, this artifact deals double that damage instead. Put the revealed cards on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Goblin Charbelcher</div><div>④</div></div><div>Artifact</div><div>{3}, {T}: Reveal cards from the top of your library until you reveal a land card. This artifact deals damage equal to the number of nonland cards revealed this way to any target. If the revealed land card was a Mountain, this artifact deals double that damage instead. Put the revealed cards on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Goblin Charbelcher</div><div>④</div></div><div>Artifact</div><div>{3}, {T}: Reveal cards from the top of your library until you reveal a land card. This artifact deals damage equal to the number of nonland cards revealed this way to any target. If the revealed land card was a Mountain, this artifact deals double that damage instead. Put the revealed cards on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Grief (2)(B)(B) Creature -- Elemental Incarnation 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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grief (2)(B)(B) Creature -- Elemental Incarnation 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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grief (2)(B)(B) Creature -- Elemental Incarnation 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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grief (2)(B)(B) Creature -- Elemental Incarnation 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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Irencrag Feat (1)(R)(R)(R) Sorcery Add seven {R}. You can cast only one more spell this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pact of Negation (0) Instant 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	Pact of Negation (0) Instant 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	Pact of Negation (0) Instant 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

<div><div><div><div><div><div></div><div>Pact of Negation</div><div>①</div></div></div><div><div>Instant</div><div>Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Pentad Prism</div><div>②</div></div></div><div><div>Artifact</div><div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) Remove a charge counter from this artifact: Add one mana of any color.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Pentad Prism</div><div>②</div></div></div><div><div>Artifact</div><div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) Remove a charge counter from this artifact: Add one mana of any color.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Pentad Prism</div><div>②</div></div></div><div><div>Artifact</div><div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) Remove a charge counter from this artifact: Add one mana of any color.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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① W

Razorgrass Ambush deals 3 damage to target attacking or blocking creature.

- - - BACK FACE - - -

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.

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②

This artifact enters tapped.
When this artifact enters, you get {E}{E}{E} (three energy counters).
{T}: Add {C}.
{T}, Pay {E}: Add one mana of any color.

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②

This artifact enters tapped.
When this artifact enters, you get {E}{E}{E} (three energy counters).
{T}: Add {C}.
{T}, Pay {E}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

②

This artifact enters tapped.
When this artifact enters, you get
{E}{E}{E} (three energy counters).
{T}: Add {C}.
{T}, Pay {E}: Add one mana of any
color.

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W

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.

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W

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.

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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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div><div>Thoughtseize</div><div>Ⓑ</div></div><div>Sorcery</div><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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Thoughtseize</div><div>Ⓑ</div></div><div>Sorcery</div><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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Thoughtseize</div><div>Ⓑ</div></div><div>Sorcery</div><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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Thoughtseize</div><div>Ⓑ</div></div><div>Sorcery</div><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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <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> <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> <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> <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> <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> <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> <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> <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>Leyline of Sanctity</div> <div> <div>2</div> <div>W</div> <div>W</div> </div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div><div>Leyline of Sanctity 2WW</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><div>Leyline of Sanctity 2WW</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><div>Leyline of Sanctity 2WW</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><div>Leyline of the Void 2BB</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Orim's Chant W</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></div>	<div><div>Orim's Chant W</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></div>	<div><div>Sickening Shoal XB</div><div>Instant -- Arcane</div><div>You may exile a black card with mana value X from your hand rather than pay this spell's mana cost. Target creature gets -X/-X until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Sickening Shoal</div><div><div>X</div><div>B</div><div>B</div></div><div>Instant -- Arcane</div><div>You may exile a black card with mana value X from your hand rather than pay this spell's mana cost. Target creature gets -X/-X until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sickening Shoal</div><div><div>X</div><div>B</div><div>B</div></div><div>Instant -- Arcane</div><div>You may exile a black card with mana value X from your hand rather than pay this spell's mana cost. Target creature gets -X/-X until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sickening Shoal</div><div><div>X</div><div>B</div><div>B</div></div><div>Instant -- Arcane</div><div>You may exile a black card with mana value X from your hand rather than pay this spell's mana cost. Target creature gets -X/-X until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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