

<p>Agadeem's Awakening (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>Agadeem, the Undercrypt</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>Agadeem's Awakening (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>Agadeem, the Undercrypt</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>Agadeem's Awakening (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>Agadeem, the Undercrypt</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>Agadeem's Awakening (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>Agadeem, the Undercrypt</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>Balustrade Spy (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>Balustrade Spy (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>Balustrade Spy (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>Balustrade Spy (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 - medvedev - Legacy (Legacy Challenge 64)

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 1/10 - 8 cards - 2.5 x 3.5 in each

Boggart Trawler

(2)(B)

Creature -- Goblin

When this creature enters, exile target player's graveyard.

3/1

BACK FACE

Boggart Bog

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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 PLAY botbox.dev

Chrome Mox

(9)

Artifact

Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors.

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<div><div><div>Dark Ritual</div><div>B</div></div><div><div>Instant</div><div>Add {B}{B}{B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Dread Return</div><div>2BB</div></div><div><div>Sorcery</div><div>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.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Entomb</div><div>B</div></div><div><div>Instant</div><div>Search your library for a card, put that card into your graveyard, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Entomb</div><div>B</div></div><div><div>Instant</div><div>Search your library for a card, put that card into your graveyard, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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①

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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.

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②②

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

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2 B

{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

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<p>Undercity Informer (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>Undercity Informer (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>Undercity Informer (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>Unmask (3)(B)</p> <p>Sorcery</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Chancellor of the Annex (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>Feed the Swarm (1)(B)</p> <p>Sorcery</p> <p>Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Feed the Swarm (1)(B)</p> <p>Sorcery</p> <p>Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Feed the Swarm (1)(B)</p> <p>Sorcery</p> <p>Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Feed the Swarm ①②B <hr/> Sorcery <hr/> <p>Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Goblin Charbelcher ④ <hr/> Artifact <hr/> <p>{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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Goblin Charbelcher ④ <hr/> Artifact <hr/> <p>{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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Goblin Charbelcher ④ <hr/> Artifact <hr/> <p>{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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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