

<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>Birthing Ritual</div><div><div>1</div><div>G</div></div></div> <div>Enchantment</div> <div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Birthing Ritual</div><div><div>1</div><div>G</div></div></div> <div>Enchantment</div> <div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Birthing Ritual</div><div><div>1</div><div>G</div></div></div> <div>Enchantment</div> <div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Boggart Trawler</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Goblin</div> <div>When this creature enters, exile target player's graveyard.</div> <div>3/1</div> <div>BACK FACE</div> <div> <div>Boggart Bog</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> <div>Boggart Trawler</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Goblin</div> <div>When this creature enters, exile target player's graveyard.</div> <div>3/1</div> <div>BACK FACE</div> <div> <div>Boggart Bog</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> <div>Boggart Trawler</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Goblin</div> <div>When this creature enters, exile target player's graveyard.</div> <div>3/1</div> <div>BACK FACE</div> <div> <div>Boggart Bog</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> <div>Carriion Feeder</div> <div>B</div> </div> <div> <div>Creature -- Zombie</div> <div>This creature can't block. Sacrifice a creature: Put a +1/+1 counter on this creature.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Carriion Feeder</div> <div>B</div> </div> <div> <div>Creature -- Zombie</div> <div>This creature can't block. Sacrifice a creature: Put a +1/+1 counter on this creature.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Chthonian Nightmare</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div>When this enchantment enters, you get {E}{E}{E} (three energy counters). Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield. Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Chthonian Nightmare</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div>When this enchantment enters, you get {E}{E}{E} (three energy counters). Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield. Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Flare of Malice</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div>You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

2 B B

You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BBB

This creature enters tapped.
When this creature enters, target
opponent loses 2 life.
Undying (When this creature dies, if
it had no +1/+1 counters on it,
return it to the battlefield under
its owner's control with a +1/+1
counter on it.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B B B

This creature enters tapped.
When this creature enters, target
opponent loses 2 life.
Undying (When this creature dies, if
it had no +1/+1 counters on it,
return it to the battlefield under
its owner's control with a +1/+1
counter on it.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

This creature can't block.
You may cast this card from your
graveyard as long as you control a
Zombie.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This creature can't block.
You may cast this card from your
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2/1

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.) Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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1/2

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① B

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Flash
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

Flash
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Orcish Bowmasters</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Orc Archer</div> <div>Flash</div> <div>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Orcish Bowmasters</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Orc Archer</div> <div>Flash</div> <div>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Overgrown Tomb</div> </div> <div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Phyrexian Tower</div> </div> <div> <div>Legendary Land</div> <div>{T}: Add {C}.</div> <div>{T}, Sacrifice a creature: Add {B}{B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Phyrexian Tower</div> </div> <div> <div>Legendary Land</div> <div>{T}: Add {C}.</div> <div>{T}, Sacrifice a creature: Add {B}{B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Spymaster's Vault</div> </div> <div> <div>Land</div> <div>This land enters tapped unless you control a Swamp.</div> <div>{T}: Add {B}.</div> <div>{B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Spymaster's Vault</div> </div> <div> <div>Land</div> <div>This land enters tapped unless you control a Swamp.</div> <div>{T}: Add {B}.</div> <div>{B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Spymaster's Vault</div> </div> <div> <div>Land</div> <div>This land enters tapped unless you control a Swamp.</div> <div>{T}: Add {B}.</div> <div>{B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Playtest cards - MisterAsiago - 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 5/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Stitcher's Supplier</div><div><div>B</div></div></div> <div><div>Creature -- Zombie</div><div>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Stitcher's Supplier</div><div><div>B</div></div></div> <div><div>Creature -- Zombie</div><div>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Stitcher's Supplier</div><div><div>B</div></div></div> <div><div>Creature -- Zombie</div><div>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Stitcher's Supplier</div><div><div>B</div></div></div> <div><div>Creature -- Zombie</div><div>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Unearth</div><div>Sorcery</div><div>Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Unearth</div><div>Sorcery</div><div>Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Warren Soultrader (2)(B) Creature -- Zombie Goblin Wizard Pay 1 life, Sacrifice another creature: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warren Soultrader (2)(B) Creature -- Zombie Goblin Wizard Pay 1 life, Sacrifice another creature: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warren Soultrader (2)(B) Creature -- Zombie Goblin Wizard Pay 1 life, Sacrifice another creature: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warren Soultrader (2)(B) Creature -- Zombie Goblin Wizard Pay 1 life, Sacrifice another creature: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Abrupt Decay (B)(G) Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abrupt Decay (B)(G) Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Accursed Marauder (1)(B) Creature -- Zombie Warrior When this creature enters, each player sacrifices a nontoken creature of their choice. [sideboard] <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Accursed Marauder (1)(B) Creature -- Zombie Warrior When this creature enters, each player sacrifices a nontoken creature of their choice. [sideboard] <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fulminator Mage ①B/RB/R Creature -- Elemental Shaman Sacrifice this creature: Destroy target nonbasic land. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fulminator Mage ①B/RB/R Creature -- Elemental Shaman Sacrifice this creature: Destroy target nonbasic land. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fulminator Mage ①B/RB/R Creature -- Elemental Shaman Sacrifice this creature: Destroy target nonbasic land. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grist, the Hunger Tide ①B⑥ Legendary Planeswalker -- Grist As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types. [+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process. [-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker. [-5]: Each opponent loses life equal to the number of creature cards in your graveyard. [sideboard] <div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Grist, the Hunger Tide ①B⑥ Legendary Planeswalker -- Grist As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types. [+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process. [-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker. [-5]: Each opponent loses life equal to the number of creature cards in your graveyard. [sideboard] <div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Haywire Mite ① Artifact Creature -- Insect When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Haywire Mite ① Artifact Creature -- Insect When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plague Engineer ②B Creature -- Phyrexian Carrier Deathtouch As this creature enters, choose a creature type. Creatures of the chosen type your opponents control get -1/-1. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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BP

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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 PLAY botbox.dev

(B)

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