

<div>Agadeem's Awakening (X)(B)(B)(B)</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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Agadeem's Awakening (X)(B)(B)(B)</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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Agadeem's Awakening (X)(B)(B)(B)</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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Agadeem's Awakening (X)(B)(B)(B)</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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Balustrade Spy (3)(B)</div> <div>Creature -- Vampire Rogue</div> <div>Flying</div> <div>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.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Balustrade Spy (3)(B)</div> <div>Creature -- Vampire Rogue</div> <div>Flying</div> <div>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.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Balustrade Spy (3)(B)</div> <div>Creature -- Vampire Rogue</div> <div>Flying</div> <div>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.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Balustrade Spy (3)(B)</div> <div>Creature -- Vampire Rogue</div> <div>Flying</div> <div>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.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Boggart Trawler (2)(B) Creature -- Goblin When this creature enters, exile target player's graveyard. <div>3/1</div> <div>BACK FACE</div> Boggart Bog Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boggart Trawler (2)(B) Creature -- Goblin When this creature enters, exile target player's graveyard. <div>3/1</div> <div>BACK FACE</div> Boggart Bog Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boggart Trawler (2)(B) Creature -- Goblin When this creature enters, exile target player's graveyard. <div>3/1</div> <div>BACK FACE</div> Boggart Bog Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boggart Trawler (2)(B) Creature -- Goblin When this creature enters, exile target player's graveyard. <div>3/1</div> <div>BACK FACE</div> Boggart Bog Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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.) <div>5/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chancellor of the Annex (4)(W)(W)(W) Creature -- Phyrexian Angel 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}. Flying Whenever an opponent casts a spell, counter it unless that player pays {1}. <div>5/6</div> 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Chrome Mox</div><div>Artifact</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Chrome Mox</div><div>Artifact</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Culling the Weak</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Add {B}{B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Culling the Weak</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Add {B}{B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Dark Ritual</div><div>B</div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Dark Ritual</div><div>B</div><div>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Dread Return</div><div>2BB</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Entomb</div><div>B</div><div>Instant</div><div>Search your library for a card, put that card into your graveyard, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Playtest cards - Taddy99 - Legacy (Legacy Challenge 64) 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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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① ②

Flying
When this card is put into your graveyard from your library, you may put it onto the battlefield.

1/1

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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

Pact of Negation

①

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Counter target spell.
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Reanimate

(B)

Sorcery

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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Thassa's Oracle

UU

Creature -- Merfolk Wizard

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/3

<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>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>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>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>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>Extract the Truth (1)(B)</p> <p>Sorcery</p> <p>Choose one --</p> <ul style="list-style-type: none"> * Target opponent reveals their hand. You may choose a creature, enchantment, or planeswalker card from it. That player discards that card. * Target opponent sacrifices an enchantment of their choice. <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div><div>Extract the Truth</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Choose one -- * Target opponent reveals their hand. You may choose a creature, enchantment, or planeswalker card from it. That player discards that card. * Target opponent sacrifices an enchantment of their choice.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Extract the Truth</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Choose one -- * Target opponent reveals their hand. You may choose a creature, enchantment, or planeswalker card from it. That player discards that card. * Target opponent sacrifices an enchantment of their choice.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Extract the Truth</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Choose one -- * Target opponent reveals their hand. You may choose a creature, enchantment, or planeswalker card from it. That player discards that card. * Target opponent sacrifices an enchantment of their choice.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Feed the Swarm</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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Leyline of Sanctity 2WW

Enchantment

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[sideboard]

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