

<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> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Ancestral Recall (U) </div> <div>Instant</div> <div> Target player draws three cards. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Balustrade Spy (3)(B) </div> <div>Creature -- Vampire Rogue</div> <div> Flying 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> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Balustrade Spy (3)(B) </div> <div>Creature -- Vampire Rogue</div> <div> Flying 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> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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<div> Boggart Trawler (2)(B) </div> <div> Creature -- Goblin </div> <div> When this creature enters, exile target player's graveyard. </div> <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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Boggart Trawler (2)(B) </div> <div> Creature -- Goblin </div> <div> When this creature enters, exile target player's graveyard. </div> <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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Cabal Therapy (B) </div> <div> Sorcery </div> <div> 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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Cabal Therapy (B) </div> <div> Sorcery </div> <div> 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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Chancellor of the Annex (4)(W)(W)(W) </div> <div> Creature -- Phyrexian Angel </div> <div> 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> <div> <div>5/6</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Chancellor of the Annex (4)(W)(W)(W) </div> <div> Creature -- Phyrexian Angel </div> <div> 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> <div> <div>5/6</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Chancellor of the Annex (4)(W)(W)(W) </div> <div> Creature -- Phyrexian Angel </div> <div> 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> <div> <div>5/6</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Chrome Mox (0) </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 PLAY botbox.dev </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>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>Dark Ritual</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>Instant</div><div>Add {B}{B}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Fell the Profane</div><div>2BB</div></div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div>----- BACK FACE -----</div><div><div>Fell Mire</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><div>Fell the Profane</div><div>2BB</div></div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div>----- BACK FACE -----</div><div><div>Fell Mire</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><div>Fell the Profane</div><div>2BB</div></div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div>----- BACK FACE -----</div><div><div>Fell Mire</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><div>Fell the Profane</div><div>2BB</div></div><div>Instant</div><div>Destroy target creature or planeswalker.</div><div>----- BACK FACE -----</div><div><div>Fell Mire</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><div>Force of Will</div><div>3UU</div></div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Force of Will</div><div>3UU</div></div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Force of Will</div><div>3UU</div></div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Force of Will</div><div>3UU</div></div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

④

{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.

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①

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

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At the beginning of your upkeep, flip a coin. If you lose the flip, this artifact deals 3 damage to you. {T}: Add {C}{C}.

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①

This artifact doesn't untap during your untap step.

At the beginning of your upkeep, you may pay {4}. If you do, untap this artifact.

At the beginning of your draw step, if this artifact is tapped, it deals 1 damage to you.

{T}: Add {C}{C}{C}.

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UP

{U/P} can be paid with either {U} or 2 life.)
Counter target spell with mana value 1.

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⑨

$$\{T\}: \text{Add } \{G\}.$$

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$$\{T\}: \text{Add } \{B\}.$$

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$$\{T\}: \text{Add } \{W\}.$$

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

Playtest cards - Unifro - Vintage (Vintage Challenge 32) sheet 6/10 - 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>Pact of Negation</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Pact of Negation</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Sink into Stupor</div> <div> <div>Instant</div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Sink into Stupor</div> <div> <div>Instant</div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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<p>Undercity Informer (2)(B)</p> <hr/> <p>Creature -- Human Rogue</p> <hr/> <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> <div>2/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Undercity Informer (2)(B)</p> <hr/> <p>Creature -- Human Rogue</p> <hr/> <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> <div>2/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Undercity Informer (2)(B)</p> <hr/> <p>Creature -- Human Rogue</p> <hr/> <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> <div>2/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Undercity Informer (2)(B)</p> <hr/> <p>Creature -- Human Rogue</p> <hr/> <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> <div>2/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Chain of Vapor (U)</p> <hr/> <p>Instant</p> <hr/> <p>Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Chain of Vapor (U)</p> <hr/> <p>Instant</p> <hr/> <p>Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Chain of Vapor (U)</p> <hr/> <p>Instant</p> <hr/> <p>Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Chain of Vapor (U)</p> <hr/> <p>Instant</p> <hr/> <p>Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div><div><div>Force of Negation</div><div>①①①</div></div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Force of Negation</div><div>①①①</div></div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>[sideboard]</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>[sideboard]</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>[sideboard]</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lion's Eye Diamond</div><div>⑥</div></div><div>Artifact</div><div>Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mindbreak Trap</div><div>②①①</div></div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Slaughter Pact</div><div>⑥</div></div><div>Instant</div><div>Destroy target nonblack creature. At the beginning of your next upkeep, pay {2}{B}. If you don't, you lose the game.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

0

Destroy target nonblack creature.
At the beginning of your next
upkeep, pay {2}{B}. If you don't,
you lose the game.

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B

Destroy target nonblack creature. It can't be regenerated. You lose life equal to that creature's toughness.

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(B)

Destroy target nonblack creature. It can't be regenerated. You lose life equal to that creature's toughness.

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