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| <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<br/>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<br/>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<br/>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<br/>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>                                                                                                                         |

**Playtest cards - faultedform - Legacy (Legacy League)** 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.

**B**

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

**B**

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

(B)

Add  $\{B\}\{B\}\{B\}$ .

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Add  $\{B\}\{B\}\{B\}$ .

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Add  $\{B\}\{B\}\{B\}$ .

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Add  $\{B\}\{B\}\{B\}$ .

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

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.)

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② ⑥

Exile this card from your hand: Add {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 3/10 - 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.

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| <div><div>Elvish Spirit Guide</div><div>26</div><div>Creature -- Elf Spirit</div><div>Exile this card from your hand: Add {G}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     | <div><div>Elvish Spirit Guide</div><div>26</div><div>Creature -- Elf Spirit</div><div>Exile this card from your hand: Add {G}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     | <div><div>Elvish Spirit Guide</div><div>26</div><div>Creature -- Elf Spirit</div><div>Exile this card from your hand: Add {G}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     | <div><div>Fell the Profane</div><div>2BB</div><div>Instant</div><div>Destroy target creature or planeswalker.</div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Fell the Profane</div><div>2BB</div><div>Instant</div><div>Destroy target creature or planeswalker.</div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fell the Profane</div><div>2BB</div><div>Instant</div><div>Destroy target creature or planeswalker.</div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fell the Profane</div><div>2BB</div><div>Instant</div><div>Destroy target creature or planeswalker.</div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Jack-o'-Lantern</div><div>1</div><div>Artifact</div><div>{1}, {T}, Sacrifice this artifact: Exile up to one target card from a graveyard. Draw a card. {1}, Exile this card from your graveyard: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            |

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| <div><div>Jack-o' -Lantern</div><div>①</div></div> <div>Artifact</div> <div>{1}, {T}, Sacrifice this artifact: Exile up to one target card from a graveyard. Draw a card.<br/>{1}, Exile this card from your graveyard: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Lotus Petal</div><div>⑥</div></div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                            | <div><div>Lotus Petal</div><div>⑥</div></div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                | <div><div>Lotus Petal</div><div>⑥</div></div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                |
| <div><div>Lotus Petal</div><div>⑥</div></div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                    | <div><div>Memory's Journey</div><div>①①</div></div> <div>Instant</div> <div>Target player shuffles up to three target cards from their graveyard into their library.<br/>Flashback {G} (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>Narcomoeba</div><div>①①</div></div> <div>Creature -- Illusion</div> <div>Flying<br/>When this card is put into your graveyard from your library, you may put it onto the battlefield.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Narcomoeba</div><div>①①</div></div> <div>Creature -- Illusion</div> <div>Flying<br/>When this card is put into your graveyard from your library, you may put it onto the battlefield.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Narcomoeba</b> ① ①<br>Creature -- Illusion<br>Flying<br>When this card is put into your graveyard from your library, you may put it onto the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Pact of Negation</b> ⑥<br>Instant<br>Counter target spell.<br>At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                        | <b>Pact of Negation</b> ⑥<br>Instant<br>Counter target spell.<br>At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                        | <b>Pact of Negation</b> ⑥<br>Instant<br>Counter target spell.<br>At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev             |
| <b>Pact of Negation</b> ⑥<br>Instant<br>Counter target spell.<br>At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev              | <b>Poxwalkers</b> ② ②<br>Creature -- Zombie<br>Deathtouch<br>Curse of the Walking Pox -- Whenever you cast a spell from anywhere other than your hand, return this card from your graveyard to the battlefield tapped.<br>3/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Poxwalkers</b> ② ②<br>Creature -- Zombie<br>Deathtouch<br>Curse of the Walking Pox -- Whenever you cast a spell from anywhere other than your hand, return this card from your graveyard to the battlefield tapped.<br>3/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Reanimate</b> ②<br>Sorcery<br>Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

2 R

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U U

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

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**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

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**B**

Target player reveals their hand.  
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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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**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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}, Sacrifice this artifact: Put up to one target card from your graveyard on the bottom of your library. Draw a card.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}, Sacrifice this artifact: Put up to one target card from your graveyard on the bottom of your library. Draw a card.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}, Sacrifice this artifact: Put up to one target card from your graveyard on the bottom of your library. Draw a card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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| <div><div><div>Goblin Charbelcher</div><div>④</div></div><div>Artifact</div><div><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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Goblin Charbelcher</div><div>④</div></div><div>Artifact</div><div><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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Goblin Charbelcher</div><div>④</div></div><div>Artifact</div><div><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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Goblin Charbelcher</div><div>④</div></div><div>Artifact</div><div><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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Leyline of Sanctity</div><div>②④④</div></div><div>Enchantment</div><div><p>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.)</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                      | <div><div><div>Leyline of Sanctity</div><div>②④④</div></div><div>Enchantment</div><div><p>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.)</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                      | <div><div><div>Leyline of Sanctity</div><div>②④④</div></div><div>Enchantment</div><div><p>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.)</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                      | <div><div><div>Leyline of Sanctity</div><div>②④④</div></div><div>Enchantment</div><div><p>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.)</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                      |

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| <div> <div>Wear Down</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)</p> <p>Destroy target artifact or enchantment. If the gift was promised, instead destroy two target artifacts and/or enchantments.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Wear Down</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)</p> <p>Destroy target artifact or enchantment. If the gift was promised, instead destroy two target artifacts and/or enchantments.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Wear Down</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)</p> <p>Destroy target artifact or enchantment. If the gift was promised, instead destroy two target artifacts and/or enchantments.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Wear Down</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)</p> <p>Destroy target artifact or enchantment. If the gift was promised, instead destroy two target artifacts and/or enchantments.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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