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| <p><b>Agadeem's Awakening</b> (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><b>Agadeem, the Undercrypt</b></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><b>Agadeem's Awakening</b> (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><b>Agadeem, the Undercrypt</b></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><b>Agadeem's Awakening</b> (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><b>Agadeem, the Undercrypt</b></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><b>Agadeem's Awakening</b> (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><b>Agadeem, the Undercrypt</b></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><b>Balustrade Spy</b> (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><b>Balustrade Spy</b> (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><b>Balustrade Spy</b> (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><b>Balustrade Spy</b> (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 - silencsong - Legacy (Legacy Challenge 32)** 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.

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| <div><div>Cabal Therapy</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 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>                                                                                                 |
| <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>                                                                                                                                        | <div><div>Dread Return</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>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Duress</div><div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Duress</div><div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Duress</div><div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Elvish Spirit Guide</div><div><div>2</div><div>G</div></div></div> <div>Creature -- Elf Spirit</div> <div>Exile this card from your hand: Add {G}.</div> <div><div>2/2</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                           |
| <div><div>Elvish Spirit Guide</div><div><div>2</div><div>G</div></div></div> <div>Creature -- Elf Spirit</div> <div>Exile this card from your hand: Add {G}.</div> <div><div>2/2</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>          | <div><div>Elvish Spirit Guide</div><div><div>2</div><div>G</div></div></div> <div>Creature -- Elf Spirit</div> <div>Exile this card from your hand: Add {G}.</div> <div><div>2/2</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>          | <div><div>Elvish Spirit Guide</div><div><div>2</div><div>G</div></div></div> <div>Creature -- Elf Spirit</div> <div>Exile this card from your hand: Add {G}.</div> <div><div>2/2</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>          | <div><div>Fell the Profane</div><div><div>2</div><div>B</div><div>B</div></div></div> <div>Instant</div> <div>Destroy target creature or planeswalker.</div> <div><div>--- BACK FACE ---</div></div> <div><div>Fell Mire</div></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 PLAY</div><div>botbox.dev</div></div> |

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| <div><div><div>Fell the Profane</div><div>Instant</div><div>Destroy target creature or planeswalker.</div></div><div><div>2BB</div></div></div> <div><div>BACK FACE</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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Fell the Profane</div><div>Instant</div><div>Destroy target creature or planeswalker.</div></div><div><div>2BB</div></div></div> <div><div>BACK FACE</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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Fell the Profane</div><div>Instant</div><div>Destroy target creature or planeswalker.</div></div><div><div>2BB</div></div></div> <div><div>BACK FACE</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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Lotus Petal</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div></div><div><div>0</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                           |
| <div><div><div>Lotus Petal</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div></div><div><div>0</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                       | <div><div><div>Lotus Petal</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div></div><div><div>0</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                       | <div><div><div>Lotus Petal</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div></div><div><div>0</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                       | <div><div><div>Narcomoeba</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><div><div>1U</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> <div><div>1/1</div></div> |

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| <div><div><div><div><div><div></div><div><b>Narcomoeba</b></div><div><div>1</div><div>U</div></div></div><div>Creature -- Illusion</div><div>Flying</div><div>When this card is put into your graveyard from your library, you may put it onto the battlefield.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Narcomoeba</b></div><div><div>1</div><div>U</div></div></div><div>Creature -- Illusion</div><div>Flying</div><div>When this card is put into your graveyard from your library, you may put it onto the battlefield.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Narcomoeba</b></div><div><div>1</div><div>U</div></div></div><div>Creature -- Illusion</div><div>Flying</div><div>When this card is put into your graveyard from your library, you may put it onto the battlefield.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Pact of Negation</b></div><div><div>0</div></div></div><div>Instant</div><div>Counter target spell.</div><div>At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div> |
| <div><div><div><div><div><div></div><div><b>Pact of Negation</b></div><div><div>0</div></div></div><div>Instant</div><div>Counter target spell.</div><div>At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div>                                          | <div><div><div><div><div><div></div><div><b>Pact of Negation</b></div><div><div>0</div></div></div><div>Instant</div><div>Counter target spell.</div><div>At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div>                                          | <div><div><div><div><div><div></div><div><b>Pact of Negation</b></div><div><div>0</div></div></div><div>Instant</div><div>Counter target spell.</div><div>At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div>                                          | <div><div><div><div><div><div></div><div><b>Simian Spirit Guide</b></div><div><div>2</div><div>R</div></div></div><div>Creature -- Ape Spirit</div><div>Exile this card from your hand: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div>                                                                         |

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| <div><div><div>Simian Spirit Guide</div><div>2R</div></div><div>Creature -- Ape Spirit</div><div>Exile this card from your hand: Add {R}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                         | <div><div><div>Simian Spirit Guide</div><div>2R</div></div><div>Creature -- Ape Spirit</div><div>Exile this card from your hand: Add {R}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                         | <div><div><div>Simian Spirit Guide</div><div>2R</div></div><div>Creature -- Ape Spirit</div><div>Exile this card from your hand: Add {R}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                         | <div><div><div>Thassa's Oracle</div><div>UU</div></div><div>Creature -- Merfolk Wizard</div><div>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.)</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Thoughtseize</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thoughtseize</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thoughtseize</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thoughtseize</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                     |



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| <div><div>Chrome Mox</div><div>Artifact</div><div>Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/>{T}: Add one mana of any of the exiled card's colors.</div><div>[sideboard]</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.<br/>{T}: Add one mana of any of the exiled card's colors.</div><div>[sideboard]</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.<br/>{T}: Add one mana of any of the exiled card's colors.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                               | <div><div>Goblin Charbelcher</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>Goblin Charbelcher</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>Goblin Charbelcher</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>Goblin Charbelcher</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>Lion's Eye Diamond</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>                                                                                                                                                                                                                                       |

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Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

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Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

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Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

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