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| <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><div>----- BACK FACE -----</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <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><div>----- BACK FACE -----</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Balustrade Spy</div><div><div>3</div><div>B</div></div></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><div>2/3</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                   | <div><div>Balustrade Spy</div><div><div>3</div><div>B</div></div></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><div>2/3</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                   |
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**Playtest cards - choutin - 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.

**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

3GGG

When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.

3/3

- - - BACK FACE - - -

## Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3GGG

When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.

3/3

- - - BACK FACE - - -

## Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3GGG

When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.

3/3

- - - BACK FACE - - -

## Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑥

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><div>Elvish Spirit Guide</div><div>26</div></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><div>Elvish Spirit Guide</div><div>26</div></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><div>Fell the Profane</div><div>2BB</div></div><div>Instant</div><div>Destroy target creature or planeswalker.</div><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>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>----</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>----</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>----</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>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. {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><div><div>Lotus Petal</div><div>0</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>                                                                                                                                                     |

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| <div><div>Lotus Petal</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><div>Lotus Petal</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><div>Lotus Petal</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><div>Memory's Journey</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><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>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Once Upon a Time</div><div>Instant</div><div>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. 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><div>Pact of Negation</div><div>Instant</div><div>Counter target spell.<br/>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>Pact of Negation</div><div>Instant</div><div>Counter target spell.<br/>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>                                                                                |

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

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

② ③

Deathtouch  
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.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Deathtouch  
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.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Deathtouch  
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.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Deathtouch  
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.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.

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

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  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 7/10 - 8 cards - 2.5 x 3.5 in each



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| <b>Force of Vigor</b> 2GG<br>Instant<br>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                   | <b>Force of Vigor</b> 2GG<br>Instant<br>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                   | <b>Goblin Charbelcher</b> 4<br>Artifact<br>{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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Goblin Charbelcher</b> 4<br>Artifact<br>{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.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
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| <div> <div>Shenanigans</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>Destroy target artifact.<br/>Dredge 1 (If you would draw a card, you may mill a card instead. If you do, return this card from your graveyard to your hand.)</p> <p>[sideboard]</p> </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>G</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.)<br/>Destroy target artifact or enchantment. If the gift was promised, instead destroy two target artifacts and/or enchantments.</p> <p>[sideboard]</p> </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>G</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.)<br/>Destroy target artifact or enchantment. If the gift was promised, instead destroy two target artifacts and/or enchantments.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - choutin - Legacy (Legacy Challenge 32)

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sheet 10/10 - 3 cards - 2.5 x 3.5 in each