

Agadeem's Awakening (X)(B)(B)(B) Sorcery Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less. ----- BACK FACE ----- Agadeem, the Undercrypt 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	Agadeem's Awakening (X)(B)(B)(B) Sorcery Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less. ----- BACK FACE ----- Agadeem, the Undercrypt 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	Agadeem's Awakening (X)(B)(B)(B) Sorcery Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less. ----- BACK FACE ----- Agadeem, the Undercrypt 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	Agadeem's Awakening (X)(B)(B)(B) Sorcery Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less. ----- BACK FACE ----- Agadeem, the Undercrypt 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
Balustrade Spy (3)(B) Creature -- Vampire Rogue 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Balustrade Spy (3)(B) Creature -- Vampire Rogue 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Balustrade Spy (3)(B) Creature -- Vampire Rogue 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Balustrade Spy (3)(B) Creature -- Vampire Rogue 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Joslam - 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.

Cabal Ritual 1 B Instant Add {B}{B}{B}. Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Spree (Choose one or more additional costs.)

- + {1} -- Search your library for a card, put it into your graveyard, then shuffle.
- + {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Target player shuffles up to three target cards from their graveyard into their library.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Narcomoeba (1)(U) Creature -- Illusion Flying When this card is put into your graveyard from your library, you may put it onto the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Narcomoeba (1)(U) Creature -- Illusion Flying When this card is put into your graveyard from your library, you may put it onto the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Poxwalkers (2)(B) Creature -- Zombie 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	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Simian Spirit Guide (2)(R) Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Simian Spirit Guide (2)(R) Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Simian Spirit Guide (2)(R) Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Simian Spirit Guide (2)(R) Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Joslam - Legacy (Legacy League)

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery 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 PLAYbotbox.dev	Thoughtseize B Sorcery 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 PLAYbotbox.dev	Thoughtseize B Sorcery 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 PLAYbotbox.dev
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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

Passageway Seer

3B

Creature -- Tiefling Warlock

Lifelink
When this creature enters, you take the initiative.
At the beginning of your end step, if you have the initiative, put a +1/+1 counter on this creature.

[sideboard]

2/2

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Passageway Seer

3B

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Lifelink
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At the beginning of your end step, if you have the initiative, put a +1/+1 counter on this creature.

[sideboard]

2/2

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Passageway Seer

3B

Creature -- Tiefling Warlock

Lifelink
When this creature enters, you take the initiative.
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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

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sheet 10/10 - 4 cards - 2.5 x 3.5 in each