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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 - Deskbot000 - 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;  
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| <div><div>Cabal Ritual</div><div><div>1</div><div>B</div></div><div>Instant</div><div>Add {B}{B}{B}.<br/>Threshold -- Add {B}{B}{B}{B}{B}<br/>instead if there are seven or more<br/>cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cabal Therapy</div><div><div>B</div></div><div>Sorcery</div><div>Choose a nonland card name. Target<br/>player reveals their hand and<br/>discards all cards with that name.<br/>Flashback--Sacrifice a creature.<br/>(You may cast this card from your<br/>graveyard for its flashback cost.<br/>Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cabal Therapy</div><div><div>B</div></div><div>Sorcery</div><div>Choose a nonland card name. Target<br/>player reveals their hand and<br/>discards all cards with that name.<br/>Flashback--Sacrifice a creature.<br/>(You may cast this card from your<br/>graveyard for its flashback cost.<br/>Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dark Ritual</div><div><div>B</div></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><div>B</div></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><div>B</div></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><div>B</div></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><div>2</div><div>B</div><div>B</div></div><div>Sorcery</div><div>Return target creature card from<br/>your graveyard to the battlefield.<br/>Flashback--Sacrifice three<br/>creatures. (You may cast this card<br/>from your graveyard for its<br/>flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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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>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>----- BACK FACE -----</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>----- BACK FACE -----</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>----- BACK FACE -----</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>----- BACK FACE -----</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> |

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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>Lively Dirge</div><div>1B</div></div> <div>Sorcery</div> <div>Spree (Choose one or more additional costs.)<br/>+ {1} -- Search your library for a card, put it into your graveyard, then shuffle.<br/>+ {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Lively Dirge</div><div>1B</div></div> <div>Sorcery</div> <div>Spree (Choose one or more additional costs.)<br/>+ {1} -- Search your library for a card, put it into your graveyard, then shuffle.<br/>+ {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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><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><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><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><div>Memory's Journey</div><div>1U</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> |

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| <b>Narcomoeba</b> (1)(U)<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>Narcomoeba</b> (1)(U)<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>Poxwalkers</b> (2)(B)<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>Simian Spirit Guide</b> (2)(R)<br>Creature -- Ape Spirit<br>Exile this card from your hand: Add {R}.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                             |
| <b>Simian Spirit Guide</b> (2)(R)<br>Creature -- Ape Spirit<br>Exile this card from your hand: Add {R}.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                         | <b>Simian Spirit Guide</b> (2)(R)<br>Creature -- Ape Spirit<br>Exile this card from your hand: Add {R}.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                         | <b>Simian Spirit Guide</b> (2)(R)<br>Creature -- Ape Spirit<br>Exile this card from your hand: Add {R}.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                   | <b>Thassa's Oracle</b> (U)(U)<br>Creature -- Merfolk Wizard<br>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.)<br>1/3<br>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

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Target player reveals their hand.  
You choose a nonland card from it.  
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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

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**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

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| <div> <div>Unmask</div> <div>3B</div> </div> <div>Sorcery</div> <div> <p>You may exile a black card from your hand rather than pay this spell's mana cost.</p> <p>Target player reveals their hand.</p> <p>You choose a nonland card from it.</p> <p>That player discards that card.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                  | <div> <div>Unmask</div> <div>3B</div> </div> <div>Sorcery</div> <div> <p>You may exile a black card from your hand rather than pay this spell's mana cost.</p> <p>Target player reveals their hand.</p> <p>You choose a nonland card from it.</p> <p>That player discards that card.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                  | <div> <div>Unmask</div> <div>3B</div> </div> <div>Sorcery</div> <div> <p>You may exile a black card from your hand rather than pay this spell's mana cost.</p> <p>Target player reveals their hand.</p> <p>You choose a nonland card from it.</p> <p>That player discards that card.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                  | <div> <div>Unmask</div> <div>3B</div> </div> <div>Sorcery</div> <div> <p>You may exile a black card from your hand rather than pay this spell's mana cost.</p> <p>Target player reveals their hand.</p> <p>You choose a nonland card from it.</p> <p>That player discards that card.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                  |
| <div> <div>Barrowgoyf</div> <div>2B</div> </div> <div>Creature -- Lhurgoyf</div> <div> <p>Deathtouch, lifelink</p> <p>Barrowgoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.</p> <p>Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand.</p> <p>[sideboard]</p> <div>*/1+*</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Barrowgoyf</div> <div>2B</div> </div> <div>Creature -- Lhurgoyf</div> <div> <p>Deathtouch, lifelink</p> <p>Barrowgoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.</p> <p>Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand.</p> <p>[sideboard]</p> <div>*/1+*</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Barrowgoyf</div> <div>2B</div> </div> <div>Creature -- Lhurgoyf</div> <div> <p>Deathtouch, lifelink</p> <p>Barrowgoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.</p> <p>Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand.</p> <p>[sideboard]</p> <div>*/1+*</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Barrowgoyf</div> <div>2B</div> </div> <div>Creature -- Lhurgoyf</div> <div> <p>Deathtouch, lifelink</p> <p>Barrowgoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.</p> <p>Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand.</p> <p>[sideboard]</p> <div>*/1+*</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

# Playtest cards - Deskbot000 - Legacy (Legacy League)

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

Cecil, Dark Knight

B

Legendary Creature -- Human Knight

Deathtouch  
Darkness -- Whenever Cecil deals damage, you lose that much life. Then if your life total is less than or equal to half your starting life total, untap Cecil and transform it.

[sideboard]

2/3

Cecil, Redeemed Paladin

---

BACK FACE

---

Legendary Creature -- Human Knight

Lifelink  
Protect -- Whenever Cecil attacks, other attacking creatures gain indestructible until end of turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dauthi Voidwalker

B B

Creature -- Dauthi Rogue

Shadow (This creature can block or be blocked by only creatures with shadow.)  
If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.  
{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.

[sideboard]

3/2

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[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Passageway Seer

3 B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Passageway Seer

3 B

Creature -- Tiefling Warlock

Lifelink  
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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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| <div><div>Passageway Seer</div><div><div>3</div><div>B</div></div><div>Creature -- Tiefling Warlock</div><div>Lifelink<br/>When this creature enters, you take the initiative.<br/>At the beginning of your end step, if you have the initiative, put a +1/+1 counter on this creature.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div>Passageway Seer</div><div><div>3</div><div>B</div></div><div>Creature -- Tiefling Warlock</div><div>Lifelink<br/>When this creature enters, you take the initiative.<br/>At the beginning of your end step, if you have the initiative, put a +1/+1 counter on this creature.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>([T]): Add [B].)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td></td></td></td> | <div><div>Passageway Seer</div><div><div>3</div><div>B</div></div><div>Creature -- Tiefling Warlock</div><div>Lifelink<br/>When this creature enters, you take the initiative.<br/>At the beginning of your end step, if you have the initiative, put a +1/+1 counter on this creature.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>([T]): Add [B].)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td></td></td> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>([T]): Add [B].)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td></td> |  |
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