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| <div> <div>Agadeem's Awakening</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>Agadeem, the Undercrypt</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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Agadeem's Awakening</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>Agadeem, the Undercrypt</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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Agadeem's Awakening</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>Agadeem, the Undercrypt</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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Agadeem's Awakening</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>Agadeem, the Undercrypt</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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |
| <div> <div>Balustrade Spy</div> <div> <div>Creature -- Vampire Rogue</div> <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> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                             | <div> <div>Balustrade Spy</div> <div> <div>Creature -- Vampire Rogue</div> <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> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                             | <div> <div>Balustrade Spy</div> <div> <div>Creature -- Vampire Rogue</div> <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> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                             | <div> <div>Balustrade Spy</div> <div> <div>Creature -- Vampire Rogue</div> <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> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                             |

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Boggart Trawler</b> (2)(B)<br>Creature -- Goblin<br>When this creature enters, exile target player's graveyard.<br><div>3/1</div> <div>BACK FACE</div> <b>Boggart Bog</b><br>Land<br>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                   | <b>Boggart Trawler</b> (2)(B)<br>Creature -- Goblin<br>When this creature enters, exile target player's graveyard.<br><div>3/1</div> <div>BACK FACE</div> <b>Boggart Bog</b><br>Land<br>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Boggart Trawler</b> (2)(B)<br>Creature -- Goblin<br>When this creature enters, exile target player's graveyard.<br><div>3/1</div> <div>BACK FACE</div> <b>Boggart Bog</b><br>Land<br>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Boggart Trawler</b> (2)(B)<br>Creature -- Goblin<br>When this creature enters, exile target player's graveyard.<br><div>3/1</div> <div>BACK FACE</div> <b>Boggart Bog</b><br>Land<br>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Bridge from Below</b> (B)(B)(B)<br>Enchantment<br>Whenever a nontoken creature is put into your graveyard from the battlefield, if this card is in your graveyard, create a 2/2 black Zombie creature token.<br>When a creature is put into an opponent's graveyard from the battlefield, if this card is in your graveyard, exile this card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Cabal Therapy</b> (B)<br>Sorcery<br>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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                | <b>Cabal Therapy</b> (B)<br>Sorcery<br>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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                | <b>Chrome Mox</b> (0)<br>Artifact<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                     |

**Playtest cards - sid77 - Legacy (Legacy League)** sheet 3/10 - 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> <b>Elvish Spirit Guide</b> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Spirit</div> <div>Exile this card from your hand: Add {G}.</div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                         | <div> <b>Fell the Profane</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div>Destroy target creature or planeswalker.</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> <b>Fell the Profane</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div>Destroy target creature or planeswalker.</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> <b>Fell the Profane</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div>Destroy target creature or planeswalker.</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> <b>Fell the Profane</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div>Destroy target creature or planeswalker.</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> <b>Jack-o'-Lantern</b> <div> <div>1</div> </div> </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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                             | <div> <b>Lively Dirge</b> <div> <div>1</div> <div>B</div> </div> </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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Lotus Petal</b> <div> <div>0</div> </div> </div> <div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add one mana of any color.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                           |

Playtest cards - sid77 - Legacy (Legacy League)

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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 4/10 - 8 cards - 2.5 x 3.5 in each

## ①

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

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## ①

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

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

① ②

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.)

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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

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

## ①②

**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

## 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

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.

## Pact of Negation

Instant

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

## Pact of Negation

Instant

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

## Pact of Negation

Instant

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

## Poxwalkers

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

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## Reanimate

## 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 (2R)

Creature -- Ape Spirit

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div> Simian Spirit Guide (2)(R) </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 PLAY botbox.dev </div> </div>                                                 | <div> <div> Thassa's Oracle (U)U </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 PLAY botbox.dev </div> </div> | <div> <div> Thoughtseize (B) </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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                        | <div> <div> Thoughtseize (B) </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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                        |
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**G**

Destroy target artifact or enchantment. Its controller gains 4 life.

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.

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