

<p>Agatha's Soul Cauldron ②</p> <p>Legendary Artifact</p> <p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Agatha's Soul Cauldron ②</p> <p>Legendary Artifact</p> <p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Agatha's Soul Cauldron ②</p> <p>Legendary Artifact</p> <p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Ancient Stirrings ⑥</p> <p>Sorcery</p> <p>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Ancient Stirrings ⑥</p> <p>Sorcery</p> <p>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Ancient Stirrings ⑥</p> <p>Sorcery</p> <p>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Arcbound Ravager ②</p> <p>Artifact Creature -- Beast</p> <p>Sacrifice an artifact: Put a +1/+1 counter on this creature. Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)</p> <p>0/0</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Arcbound Ravager ②</p> <p>Artifact Creature -- Beast</p> <p>Sacrifice an artifact: Put a +1/+1 counter on this creature. Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)</p> <p>0/0</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div><div><div>Arcbound Ravager</div><div>2</div></div><div>Artifact Creature -- Beast</div><div>Sacrifice an artifact: Put a +1/+1 counter on this creature. Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Arcbound Ravager</div><div>2</div></div><div>Artifact Creature -- Beast</div><div>Sacrifice an artifact: Put a +1/+1 counter on this creature. Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Blinkmoth Nexus</div></div><div>Land</div><div>{T}: Add {C}. {1}: This land becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land. {1}, {T}: Target Blinkmoth creature gets +1/+1 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Blinkmoth Nexus</div></div><div>Land</div><div>{T}: Add {C}. {1}: This land becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land. {1}, {T}: Target Blinkmoth creature gets +1/+1 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Darksteel Citadel</div><div>Artifact Land</div><div>Indestructible {T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Echoing Deep</div><div>Land -- Cave</div><div>You may have this land enter tapped as a copy of any land card in a graveyard, except it's a Cave in addition to its other types. {T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Gemstone Caverns</div><div>Legendary Land</div><div>If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Ghost Quarter</div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Hangarback Walker</div><div>Artifact Creature -- Construct</div><div>This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature.</div></div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Hangarback Walker</div><div>Artifact Creature -- Construct</div><div>This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature.</div></div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div> <div>Mystic Forge</div> <div>4</div> </div> <div>Artifact</div> <div> <p>You may look at the top card of your library any time.</p> <p>You may cast artifact spells and colorless spells from the top of your library.</p> <p>{T}, Pay 1 life: Exile the top card of your library.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Patchwork Automaton</div> <div>2</div> </div> <div>Artifact Creature -- Construct</div> <div> <p>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)</p> <p>Whenever you cast an artifact spell, put a +1/+1 counter on this creature.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Patchwork Automaton</div> <div>2</div> </div> <div>Artifact Creature -- Construct</div> <div> <p>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)</p> <p>Whenever you cast an artifact spell, put a +1/+1 counter on this creature.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Patchwork Automaton</div> <div>2</div> </div> <div>Artifact Creature -- Construct</div> <div> <p>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)</p> <p>Whenever you cast an artifact spell, put a +1/+1 counter on this creature.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div><div>Shadowspear</div><div>1</div><div>Legendary Artifact -- Equipment</div><div>Equipped creature gets +1/+1 and has trample and lifelink. {1}: Permanents your opponents control lose hexproof and indestructible until end of turn. Equip {2}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Springleaf Drum</div><div>1</div><div>Artifact</div><div>{T}, Tap an untapped creature you control: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>The Ozolith</div><div>1</div><div>Legendary Artifact</div><div>Whenever a creature you control leaves the battlefield, if it had counters on it, put those counters on The Ozolith. At the beginning of combat on your turn, if The Ozolith has counters on it, you may move all counters from The Ozolith onto target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>The Ozolith</div><div>1</div><div>Legendary Artifact</div><div>Whenever a creature you control leaves the battlefield, if it had counters on it, put those counters on The Ozolith. At the beginning of combat on your turn, if The Ozolith has counters on it, you may move all counters from The Ozolith onto target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.
{1}, {T}, Sacrifice this artifact: Draw a card.

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This creature enters with X +1/+1 counters on it.
{4}: Put a +1/+1 counter on this creature.
Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

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{4}: Put a +1/+1 counter on this creature.

Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

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Sacrifice this artifact: Regenerate target artifact.

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<div><div><div>Zabaz, the Glimmerwasp ①</div><div>Legendary Artifact Creature -- Insect</div></div><div><div>Modular 1</div><div>If a modular triggered ability would put one or more +1/+1 counters on a creature you control, that many plus one +1/+1 counters are put on it instead.</div><div>{R}: Destroy target artifact you control.</div><div>{W}: Zabaz gains flying until end of turn.</div></div><div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Zabaz, the Glimmerwasp ①</div><div>Legendary Artifact Creature -- Insect</div></div><div><div>Modular 1</div><div>If a modular triggered ability would put one or more +1/+1 counters on a creature you control, that many plus one +1/+1 counters are put on it instead.</div><div>{R}: Destroy target artifact you control.</div><div>{W}: Zabaz gains flying until end of turn.</div></div><div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Zabaz, the Glimmerwasp ①</div><div>Legendary Artifact Creature -- Insect</div></div><div><div>Modular 1</div><div>If a modular triggered ability would put one or more +1/+1 counters on a creature you control, that many plus one +1/+1 counters are put on it instead.</div><div>{R}: Destroy target artifact you control.</div><div>{W}: Zabaz gains flying until end of turn.</div></div><div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Zabaz, the Glimmerwasp ①</div><div>Legendary Artifact Creature -- Insect</div></div><div><div>Modular 1</div><div>If a modular triggered ability would put one or more +1/+1 counters on a creature you control, that many plus one +1/+1 counters are put on it instead.</div><div>{R}: Destroy target artifact you control.</div><div>{W}: Zabaz gains flying until end of turn.</div></div><div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div><div>Damping Sphere ②</div><div>Artifact</div></div><div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.</div><div>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Damping Sphere ②</div><div>Artifact</div></div><div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.</div><div>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Dismember ①BPBP</div><div>Instant</div></div><div><div>({B/P} can be paid with either {B} or 2 life.)</div><div>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Dismember ①BPBP</div><div>Instant</div></div><div><div>({B/P} can be paid with either {B} or 2 life.)</div><div>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<div><div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div><div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Force of Vigor</div><div><div>2</div><div>G</div><div>G</div></div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Force of Vigor</div><div><div>2</div><div>G</div><div>G</div></div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Grafdigger's Cage</div><div><div>1</div></div></div><div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Grafdigger's Cage</div><div><div>1</div></div></div><div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Pithing Needle</div><div><div>1</div></div></div><div><div>Artifact</div><div>As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Snakeskin Veil</div><div><div>G</div></div></div><div><div>Instant</div><div>Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Snakeskin Veil</div><div><div>G</div></div></div><div><div>Instant</div><div>Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div> <div> Veil of Summer 6 </div> <div> Instant <div> <p>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Veil of Summer 6 </div> <div> Instant <div> <p>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Veil of Summer 6 </div> <div> Instant <div> <p>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	
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