

Agatha's Soul Cauldron 2 Legendary Artifact 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. 1/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Akal Pakal, First Among Equals 2U Legendary Creature -- Human Advisor At the beginning of each player's end step, if an artifact entered the battlefield under your control this turn, look at the top two cards of your library. Put one of them into your hand and the other into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Barkchannel Pathway Land {T}: Add {G}. ----- BACK FACE ----- Tidechannel Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Barkchannel Pathway Land {T}: Add {G}. ----- BACK FACE ----- Tidechannel Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Collected Company 3 6 Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collected Company 3 6 Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collected Company 3 6 Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Courser of Kruphix 1 6 6 Enchantment Creature -- Centaur Play with the top card of your library revealed. You may play lands from the top of your library. Landfall -- Whenever a land you control enters, you gain 1 life. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dreamroot Cascade Land This land enters tapped unless you control two or more other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

$$\{T\} : \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

{G}, {T}, Discard a creature card:
Search your library for a creature
card, reveal it, put it into your
hand, then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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① ② G

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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Alliance -- Whenever another
creature you control enters, choose
one that hasn't been chosen this
turn --
* Put a +1/+1 counter on this
creature.
* Create a tapped Treasure token.
* You gain 2 life.
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gala Greeters16 Creature -- Elf Druid Alliance -- Whenever another creature you control enters, choose one that hasn't been chosen this turn -- * Put a +1/+1 counter on this creature. * Create a tapped Treasure token. * You gain 2 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gala Greeters16 Creature -- Elf Druid Alliance -- Whenever another creature you control enters, choose one that hasn't been chosen this turn -- * Put a +1/+1 counter on this creature. * Create a tapped Treasure token. * You gain 2 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gala Greeters16 Creature -- Elf Druid Alliance -- Whenever another creature you control enters, choose one that hasn't been chosen this turn -- * Put a +1/+1 counter on this creature. * Create a tapped Treasure token. * You gain 2 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glasspool Mimic2U Creature -- Shapeshifter Rogue You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types. 0/0 BACK FACE Glasspool Shore Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kitesail Larcenist2U Creature -- Human Pirate Flying, ward {1} When this creature enters, for each player, choose up to one other target artifact or creature that player controls. For as long as this creature remains on the battlefield, the chosen permanents become Treasure artifacts with "{T}, Sacrifice this artifact: Add one mana of any color" and lose all other abilities. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kitesail Larcenist2U Creature -- Human Pirate Flying, ward {1} When this creature enters, for each player, choose up to one other target artifact or creature that player controls. For as long as this creature remains on the battlefield, the chosen permanents become Treasure artifacts with "{T}, Sacrifice this artifact: Add one mana of any color" and lose all other abilities. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kitesail Larcenist2U Creature -- Human Pirate Flying, ward {1} When this creature enters, for each player, choose up to one other target artifact or creature that player controls. For as long as this creature remains on the battlefield, the chosen permanents become Treasure artifacts with "{T}, Sacrifice this artifact: Add one mana of any color" and lose all other abilities. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Kitesail Larcenist (2)(U) Creature -- Human Pirate Flying, ward {1} When this creature enters, for each player, choose up to one other target artifact or creature that player controls. For as long as this creature remains on the battlefield, the chosen permanents become Treasure artifacts with "{T}, Sacrifice this artifact: Add one mana of any color" and lose all other abilities. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves (G) Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves (G) Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves (G) Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Llanowar Elves (G) Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Otawara, Soaring City Legendary Land {T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sentinel of the Nameless City (2)(G) Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sentinel of the Nameless City (2)(G) Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Timestream Navigator (1)(U) Creature -- Human Pirate Wizard Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) {2}{U}{U}, {T}, Put this creature on the bottom of its owner's library: Take an extra turn after this one. Activate only if you have the city's blessing. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Timestream Navigator (1)(U) Creature -- Human Pirate Wizard Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) {2}{U}{U}, {T}, Put this creature on the bottom of its owner's library: Take an extra turn after this one. Activate only if you have the city's blessing. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Timestream Navigator (1)(U) Creature -- Human Pirate Wizard Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) {2}{U}{U}, {T}, Put this creature on the bottom of its owner's library: Take an extra turn after this one. Activate only if you have the city's blessing. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Timestream Navigator (1)(U) Creature -- Human Pirate Wizard Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) {2}{U}{U}, {T}, Put this creature on the bottom of its owner's library: Take an extra turn after this one. Activate only if you have the city's blessing. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
1 damage to you.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Azure Beastbinder 1 U

Creature -- Rat Rogue

Vigilance
This creature can't be blocked by creatures with power 2 or greater. Whenever this creature attacks, up to one target artifact, creature, or planeswalker an opponent controls loses all abilities until your next turn. If it's a creature, it also has base power and toughness 2/2 until your next turn.

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fear of Impostors (1)(U)(U)

Enchantment Creature -- Nightmare

Flash
When this creature enters, counter target spell. Its controller manifests dread. (That player looks at the top two cards of their library, then puts one onto the battlefield face down as a 2/2 creature and the other into their graveyard. If it's a creature card, it can be turned face up any time for its mana cost.)

[sidebar]

3/2

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When this creature enters, counter target spell. Its controller manifests dread. (That player looks at the top two cards of their library, then puts one onto the battlefield face down as a 2/2 creature and the other into their graveyard. If it's a creature card, it can be turned face up any time for its mana cost.)

[sidebar]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fear of Impostors (1UU)

Enchantment Creature -- Nightmare

Flash
When this creature enters, counter target spell. Its controller manifests dread. (That player looks at the top two cards of their library, then puts one onto the battlefield face down as a 2/2 creature and the other into their graveyard. If it's a creature card, it can be turned face up any time for its mana cost.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mockingbird (X)(U) Creature -- Bird Bard Flying You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Simic Manipulator (1)(U)(U) Creature -- Mutant Wizard Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.) {T}, Remove one or more +1/+1 counters from this creature: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way. [sideboard] 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Simic Manipulator (1)(U)(U) Creature -- Mutant Wizard Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.) {T}, Remove one or more +1/+1 counters from this creature: Gain control of target creature with power less than or equal to the number of +1/+1 counters removed this way. [sideboard] 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sporeweb Weaver (2)(G) Creature -- Spider Reach, hexproof from blue Whenever this creature is dealt damage, you gain 1 life and create a 1/1 green Saproling creature token. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sporeweb Weaver (2)(G) Creature -- Spider Reach, hexproof from blue Whenever this creature is dealt damage, you gain 1 life and create a 1/1 green Saproling creature token. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tishana's Tidebinder (2)(U) Creature -- Merfolk Wizard Flash When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trygon Predator (1)(G)(U) Creature -- Beast Flying Whenever this creature deals combat damage to a player, you may destroy target artifact or enchantment that player controls. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trygon Predator (1)(G)(U) Creature -- Beast Flying Whenever this creature deals combat damage to a player, you may destroy target artifact or enchantment that player controls. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trygon Predator 1G U Creature -- Beast Flying Whenever this creature deals combat damage to a player, you may destroy target artifact or enchantment that player controls. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trygon Predator 1G U Creature -- Beast Flying Whenever this creature deals combat damage to a player, you may destroy target artifact or enchantment that player controls. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien, Champion of the Wilds 2G Legendary Planeswalker -- Vivien You may cast creature spells as though they had flash. [+1]: Until your next turn, up to one target creature gains reach and vigilance. [-2]: Look at the top three cards of your library. Exile one face down and put the rest on the bottom of your library in any order. For as long as it remains exiled, you may cast it if it's a creature spell. [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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