

Agatha of the Vile Cauldron (R)(G) Legendary Creature -- Human Warlock Activated abilities of creatures you control cost {X} less to activate, where X is Agatha's power. This effect can't reduce the mana in that cost to less than one mana. {4}{R}{G}: Other creatures you control get +1/+1 and gain trample and haste until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bard Class (R)(G) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Legendary creatures you control enter with an additional +1/+1 counter on them. {R}{G}: Level 2 Legendary spells you cast cost {R}{G} less to cast. This effect reduces only the amount of colored mana you pay. {3}{R}{G}: Level 3 Whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bard Class (R)(G) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Legendary creatures you control enter with an additional +1/+1 counter on them. {R}{G}: Level 2 Legendary spells you cast cost {R}{G} less to cast. This effect reduces only the amount of colored mana you pay. {3}{R}{G}: Level 3 Whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bard Class (R)(G) Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Legendary creatures you control enter with an additional +1/+1 counter on them. {R}{G}: Level 2 Legendary spells you cast cost {R}{G} less to cast. This effect reduces only the amount of colored mana you pay. {3}{R}{G}: Level 3 Whenever you cast a legendary spell, exile the top two cards of your library. You may play them this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Copperline Gorge

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {R} or {G}.

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{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cragcrow Pathway

Land

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

- - - BACK FACE - - -

Timbercrown Pathway

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cragcrown Pathway

Land

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

- - - BACK FACE - - -

Timbercrown Pathway

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Den of the Bugbear

Land

If you control two or more other lands, this land enters tapped.
{T}: Add {R}.
{3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Domri, Anarch of Bolas (1)(R)(G)

Legendary Planeswalker -- Domri

Creatures you control get +1/+0.
[+1]: Add {R} or {G}. Creature spells you cast this turn can't be countered.
[-2]: Target creature you control fights target creature you don't control.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Domri, Anarch of Bolas ①②③ Legendary Planeswalker -- Domri Creatures you control get +1/+0. [+1]: Add {R} or {G}. Creature spells you cast this turn can't be countered. [-2]: Target creature you control fights target creature you don't control. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Domri, Anarch of Bolas ①②③ Legendary Planeswalker -- Domri Creatures you control get +1/+0. [+1]: Add {R} or {G}. Creature spells you cast this turn can't be countered. [-2]: Target creature you control fights target creature you don't control. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gallia of the Endless Dance ②③ Legendary Creature -- Satyr Haste Other Satyrs you control get +1/+1 and have haste. Whenever you attack with three or more creatures, you may discard a card at random. If you do, draw two cards. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gallia of the Endless Dance ②③ Legendary Creature -- Satyr Haste Other Satyrs you control get +1/+1 and have haste. Whenever you attack with three or more creatures, you may discard a card at random. If you do, draw two cards. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goro-Goro, Disciple of Ryusei ①② Legendary Creature -- Goblin Samurai {R}: Creatures you control gain haste until end of turn. {3}{R}{R}: Create a 5/5 red Dragon Spirit creature token with flying. Activate only if you control an attacking modified creature. (Equipment, Auras you control, and counters are modifications.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hajar, Loyal Bodyguard ②③ Legendary Creature -- Human Soldier Sacrifice Hajar: Legendary creatures you control get +1/+0 and gain indestructible until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hajar, Loyal Bodyguard ②③ Legendary Creature -- Human Soldier Sacrifice Hajar: Legendary creatures you control get +1/+0 and gain indestructible until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hajar, Loyal Bodyguard (R)(G) Legendary Creature -- Human Soldier Sacrifice Hajar: Legendary creatures you control get +1/+0 and gain indestructible until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Ixalan (1)(G) Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at the top five cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. D 4 ----- BACK FACE ----- Belligerent Regisaur Creature -- Dinosaur Trample Whenever you cast a spell, this creature gains indestructible until end of turn. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Ixalan (1)(G) Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at the top five cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. D 4 ----- BACK FACE ----- Belligerent Regisaur Creature -- Dinosaur Trample Whenever you cast a spell, this creature gains indestructible until end of turn. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Itzquinth, Firstborn of Gishath (R)(G) Legendary Creature -- Dinosaur Haste When Itzquinth enters, you may pay {2}. When you do, target Dinosaur you control deals damage equal to its power to another target creature. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Itzquinth, Firstborn of Gishath (R)(G) Legendary Creature -- Dinosaur Haste When Itzquinth enters, you may pay {2}. When you do, target Dinosaur you control deals damage equal to its power to another target creature. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jegantha, the Wellspring (4)(R/G) Legendary Creature -- Elemental Elk Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) {T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kari Zev, Skyship Raider (1)(R) Legendary Creature -- Human Pirate First strike, menace Whenever Kari Zev attacks, create Ragavan, a legendary 2/1 red Monkey creature token. Ragavan enters tapped and attacking. Exile that token at end of combat. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lukka, Bound to Ruin ②③④⑤ Legendary Planeswalker -- Lukka Completed ({R/G/P} can be paid with {R}, {G}, or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.) [+1]: Add {R}{G}. Spend this mana only to cast creature spells or activate abilities of creatures. [-1]: Create a 3/3 green Phyrexian Beast creature token with toxic 1. [-4]: Lukka deals X damage divided as you choose among any number of target creatures and/or planeswalkers, where X is the greatest power among creatures you control as you activate this ability. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Migloz, Maze Crusher ①②③④ Legendary Creature -- Phyrexian Beast Migloz enters with five oil counters on it. {1}, Remove an oil counter from Migloz: It gains vigilance and menace until end of turn. {2}, Remove two oil counters from Migloz: It gets +2/+2 until end of turn. {3}, Remove three oil counters from Migloz: Destroy target artifact or enchantment. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mox Amber ⑥ Legendary Artifact {T}: Add one mana of any color among legendary creatures and planeswalkers you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

You may spend mana as though it were mana of any color to cast planeswalker spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

You may spend mana as though it were mana of any color to cast planeswalker spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

R **G**

Haste (This creature can attack and {T} as soon as it comes under your control.)
Whenever Ruby attacks while you control a creature with power 4 or greater, Ruby gets +2/+2 until end of turn.
{T}: Add {R} or {G}.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

RG

Haste (This creature can attack and {T} as soon as it comes under your control.)
Whenever Ruby attacks while you control a creature with power 4 or greater, Ruby gets +2/+2 until end of turn.
{T}: Add {R} or {G}.

1/2

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RG

Haste (this creature can attack and {T} as soon as it comes under your control.)
Whenever Ruby attacks while you control a creature with power 4 or greater, Ruby gets +2/+2 until end of turn.
{T}: Add {R} or {G}.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruby, Daring Tracker Ⓡ Ⓞ Legendary Creature -- Human Scout Haste (This creature can attack and {T} as soon as it comes under your control.) Whenever Ruby attacks while you control a creature with power 4 or greater, Ruby gets +2/+2 until end of turn. {T}: Add {R} or {G}. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Samut, Vizier of Naktamun 1 Ⓡ Ⓞ Legendary Creature -- Human Warrior Cleric First strike, vigilance, haste Whenever a creature you control deals combat damage to a player, if that creature entered this turn, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Samut, Vizier of Naktamun 1 Ⓡ Ⓞ Legendary Creature -- Human Warrior Cleric First strike, vigilance, haste Whenever a creature you control deals combat damage to a player, if that creature entered this turn, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stomping Ground Land -- Mountain Forest ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stomping Ground Land -- Mountain Forest ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stomping Ground Land -- Mountain Forest ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stomping Ground Land -- Mountain Forest ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Targ Nar, Demon-Fang Gnoll Legendary Creature -- Gnoll Pack tactics -- Whenever Targ Nar attacks, if you attacked with creatures with total power 6 or greater this combat, attacking creatures get +1/+0 until end of turn. {2}{R}{G}: Double Targ Nar's power and toughness until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Targ Nar, Demon-Fang Gnoll Legendary Creature -- Gnoll Pack tactics -- Whenever Targ Nar attacks, if you attacked with creatures with total power 6 or greater this combat, attacking creatures get +1/+0 until end of turn. {2}{R}{G}: Double Targ Nar's power and toughness until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zurgo Bellstriker Legendary Creature -- Orc Warrior Zurgo can't block creatures with power 2 or greater. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Zurgo Bellstriker Legendary Creature -- Orc Warrior Zurgo can't block creatures with power 2 or greater. Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gruul Charm Instant Choose one -- * Creatures without flying can't block this turn. * Gain control of all permanents you own. * Gruul Charm deals 3 damage to each creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gruul Charm Instant Choose one -- * Creatures without flying can't block this turn. * Gain control of all permanents you own. * Gruul Charm deals 3 damage to each creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jegantha, the Wellspring Legendary Creature -- Elemental Elk Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) {T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rending Volley R Instant This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ruric Thar, the Unbowed 4R6 Legendary Creature -- Ogre Warrior Reach, vigilance Ruric Thar attacks each combat if able. Whenever a player casts a noncreature spell, Ruric Thar deals 6 damage to that player. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Stone Brain 2 Legendary Artifact {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Stone Brain 2 Legendary Artifact {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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