

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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Badgermole Cub ①⑥ Creature -- Badger Mole When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Badgermole Cub ①⑥ Creature -- Badger Mole When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Badgermole Cub ①⑥ Creature -- Badger Mole When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Craterhoof Behemoth ⑤⑥⑥⑥ Creature -- Beast Haste When this creature enters, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Delighted Halfling ⑥ Creature -- Halfling Citizen {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Delighted Halfling ⑥ Creature -- Halfling Citizen {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Devoted Druid 1 6 Creature -- Elf Druid {T}: Add {G}. Put a -1/-1 counter on this creature: Untap this creature. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Devoted Druid 1 6 Creature -- Elf Druid {T}: Add {G}. Put a -1/-1 counter on this creature: Untap this creature. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dryad Arbor Land Creature -- Forest Dryad (This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiend Artisan 6/6 6/6 Creature -- Nightmare This creature gets +1/+1 for each creature card in your graveyard. {X}{B/G}, {T}, Sacrifice another creature: Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Activate only as a sorcery. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Formidable Speaker 2 6 Creature -- Elf Druid When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle. {1}, {T}: Untap another target permanent. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Legendary Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X) (G)

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X G

Sorcery

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X G

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X **G**

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Enchantment

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Enchantment

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Abundance (2GG) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you tap a creature for mana, add an additional {G}. {6}{G}{G}: Put a +1/+1 counter on each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of Abundance (2GG) Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you tap a creature for mana, add an additional {G}. {6}{G}{G}: Put a +1/+1 counter on each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nature's Rhythm (XGG) Sorcery Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Overgrown Tomb

Land -- Swamp Forest

([T]: Add [B] 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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shang-Chi, Master of Kung Fu (1)(G)

Legendary Creature -- Human Warrior Hero

You may activate abilities of creatures you control as though those creatures had haste.

{T}: Add two mana of any one color. Spend this mana only to activate abilities of creature sources.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Summoner's Pact

Instant

Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay $\{2\}\{G\}\{G\}$. If you don't, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden

Land -- Forest Plains

($\{T\}$: Add $\{G\}$ or $\{W\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tyvar, Jubilant Brawler (1)(B)(G)

Legendary Planeswalker -- Tyvar

You may activate abilities of creatures you control as though those creatures had haste.

[+1]: Untap up to one target creature.

[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Windswept Heath

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abrupt Decay

B G

Instant

This spell can't be countered.
Destroy target nonland permanent
with mana value 3 or less.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abrupt Decay

B G

Instant

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boromir, Warden of the Tower (2)(W)

②W

Legendary Creature -- Human Soldier

Vigilance
Whenever an opponent casts a spell,
if no mana was spent to cast it,
counter that spell.

Sacrifice Boromir: Creatures you
control gain indestructible until
end of turn. The Ring tempts you.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Lossett, Joe - Devoted Combo (Magic Spotlight: The Hobbit™ - SCG CON Dall sheet 9/10 - 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.

Sevinne's Reclamation 2W Sorcery Return target permanent card with mana value 3 or less from your graveyard to the battlefield. If this spell was cast from a graveyard, you may copy this spell and may choose a new target for the copy. Flashback {4}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	