

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	Anzrag, the Quake-Mole (2)(R)(G) Legendary Creature -- Mole God Whenever Anzrag becomes blocked, untap each creature you control. After this phase, there is an additional combat phase. {3}{R}{R}{G}{G}: Anzrag must be blocked each combat this turn if able. 8/4 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. 3/3 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. 3/3 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 PLAYbotbox.dev	Commercial District Land -- Mountain Forest (T): Add {R} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Commune with Spirits 6 Sorcery Look at the top four cards of your library. You may reveal an enchantment or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Commune with Spirits 6 Sorcery Look at the top four cards of your library. You may reveal an enchantment or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gallia of the Endless Dance ④⑤ 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 ⑥⑦ 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	Hajar, Loyal Bodyguard ⑧⑨ 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 ⑩⑪ 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 ⑫⑬ 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

Playtest cards - Livermore, Ricky - Pioneer (Pioneer LCQ - SCG CON Washington DC - Friday

sheet 4/10 - 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.

Halana and Alena, Partners (2)(R)(G) Legendary Creature -- Human Ranger Reach (This creature can block creatures with flying.) First strike (This creature deals combat damage before creatures without first strike.) At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is Halana and Alena's power. That creature gains haste until end of turn. 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	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	Klothys, God of Destiny (1)(R)(G) Legendary Enchantment Creature -- God Indestructible As long as your devotion to red and green is less than seven, Klothys isn't a creature. At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Migloz, Maze Crusher (1)(R)(G) 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	Migloz, Maze Crusher (1)(R)(G) 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 (0) 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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{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

1 R G

At the beginning of your first main phase, add {R} or {G} for each Raccoon you control.

Whenever you expend 4, you gain 3 life. (You expend 4 as you spend your fourth total mana to cast spells during a turn.)

Whenever you expend 8, exile the top two cards of your library. Until the end of your next turn, you may play those cards.

2/4

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

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

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 R G 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	Ruby, Daring Tracker R G 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 R G 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	Shadowspear 1 Legendary Artifact -- Equipment 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} 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Targ Nar, Demon-Fang Gnoll (R)(G)

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}/{3}{G}: Double Targ Nar's power and toughness until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Targ Nar, Demon-Fang Gnoll (R)(G)

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}/{3}{G}: Double Targ Nar's power and toughness until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Xenagos, the Reveler 2R6

Legendary Planeswalker -- Xenagos

[+1]: Add X mana in any combination of {R} and/or {G}, where X is the number of creatures you control.

[0]: Create a 2/2 red and green Satyr creature token with haste.

[-6]: Exile the top seven cards of your library. You may put any number of creature and/or land cards from among them onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Alpine Moon [®]

Enchantment

As this enchantment enters, choose a nonbasic land card name. Lands your opponents control with the chosen name lose all land types and abilities, and they gain "{T}: Add one mana of any color."

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Alpine Moon

Enchantment

As this enchantment enters, choose a nonbasic land card name. Lands your opponents control with the chosen name lose all land types and abilities, and they gain "{T}: Add one mana of any color."

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grafdigger's Cage ①

Artifact

Creature cards in graveyards and libraries can't enter the battlefield.
Players can't cast spells from graveyards or libraries.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grafdigger's Cage ①

Artifact

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Creature cards in graveyards and
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grafdigger's Cage 1 Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heroic Intervention 1G Instant Permanents you control gain hexproof and indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hugs, Grisly Guardian XRRGG Legendary Creature -- Badger Warrior Trample When Hugs enters, exile the top X cards of your library. Until the end of your next turn, you may play those cards. You may play an additional land on each of your turns. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hugs, Grisly Guardian XRRGG Legendary Creature -- Badger Warrior Trample When Hugs enters, exile the top X cards of your library. Until the end of your next turn, you may play those cards. You may play an additional land on each of your turns. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lukka, Bound to Ruin 2R/R/G 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. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pick Your Poison G Sorcery Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pick Your Poison G Sorcery Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ruric Thar, the Unbowed 4RRG 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

Tamiyo's Safekeeping ⑥

Instant

Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

[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

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