

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	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. 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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Goro-Goro, Disciple of Ryusei 1R 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	Goro-Goro, Disciple of Ryusei 1R 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 RG 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 RG 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

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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

Karplusan Forest

Land

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kellan, Planar Trailblazer (R)

Legendary Creature -- Human Faerie Scout

{1}{R}: If Kellan is a Scout, it becomes a Human Faerie Detective and gains "Whenever Kellan deals combat damage to a player, exile the top card of your library. You may play that card this turn."

{2}{R}: If Kellan is a Detective, it becomes a 3/2 Human Faerie Rogue and gains double strike.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Migloz, Maze Crusher ①®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

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Amber

①

Legendary Artifact

{T}: Add one mana of any color among legendary creatures and planeswalkers you control.

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Muerra, Trash Tactician (1)(R)(G)

1 R G

Legendary Creature -- Raccoon Warrior

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

Oath of Nissa

G

Legendary Enchantment

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

Oath of Nissa

Ⓒ

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Oath of Nissa (G) Legendary Enchantment 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plargg, Dean of Chaos (1)(R) Legendary Creature -- Orc Shaman {T}, Discard a card: Draw a card. {4}{R}, {T}: Reveal cards from the top of your library until you reveal a nonlegendary, nonland card with mana value 3 or less. You may cast that card without paying its mana cost. Put all revealed cards not cast this way on the bottom of your library in a random order. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Radha, Heart of Keld (1)(R)(G) Legendary Creature -- Elf Warrior During your turn, Radha has first strike. You may look at the top card of your library any time, and you may play lands from the top of your library. {4}{R}{G}: Radha gets +X/+X until end of turn, where X is the number of lands you control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Redshift, Rocketeer Chief (R)(G) Legendary Creature -- Goblin Pilot Vigilance {T}: Add X mana of any one color, where X is Redshift's power. Spend this mana only to activate abilities. Exhaust -- {10}{R}{G}: Put any number of permanent cards from your hand onto the battlefield. (Activate each exhaust ability only once.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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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

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($\{T\}$: Add $\{R\}$ or $\{G\}$.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 Gno11 (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}{R}{G}: Double Targ Nar's power and toughness until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Artifact

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Klothys, God of Destiny (1)(R)(G)

Legendary Enchantment Creature - - God
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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.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

G

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.

[sidebar]

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Ⓒ

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.

[sidebar]

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2 G

This spell can't be countered.
Trample
Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{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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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Torch the Tower R Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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