

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.

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{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.

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Ancient Tomb

Land

`{T}`: Add `{C}{C}`. This land deals 2 damage to you.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arena of Glory

Land

This land enters tapped unless you control a Mountain.

{T}: Add {R}.

{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)

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Chaos Defiler 3BR

Artifact Creature -- Demon Construct

Trample
Battle Cannon -- When this creature enters or dies, for each opponent, choose a nonland permanent that player controls. Destroy one of them chosen at random.

5/4

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Goblin Engineer (1)(R) Creature -- Goblin Artificer When this creature enters, you may search your library for an artifact card, put it into your graveyard, then shuffle. {R}, {T}, Sacrifice an artifact: Return target artifact card with mana value 3 or less from your graveyard to the battlefield. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Engineer (1)(R) Creature -- Goblin Artificer When this creature enters, you may search your library for an artifact card, put it into your graveyard, then shuffle. {R}, {T}, Sacrifice an artifact: Return target artifact card with mana value 3 or less from your graveyard to the battlefield. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Engineer (1)(R) Creature -- Goblin Artificer When this creature enters, you may search your library for an artifact card, put it into your graveyard, then shuffle. {R}, {T}, Sacrifice an artifact: Return target artifact card with mana value 3 or less from your graveyard to the battlefield. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Engineer (1)(R) Creature -- Goblin Artificer When this creature enters, you may search your library for an artifact card, put it into your graveyard, then shuffle. {R}, {T}, Sacrifice an artifact: Return target artifact card with mana value 3 or less from your graveyard to the battlefield. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Goblin Welder (R) Creature -- Goblin Artificer {T}: Choose target artifact a player controls and target artifact card in that player's graveyard. If both targets are still legal as this ability resolves, that player simultaneously sacrifices the artifact and returns the artifact card to the battlefield. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Welder (R) Creature -- Goblin Artificer {T}: Choose target artifact a player controls and target artifact card in that player's graveyard. If both targets are still legal as this ability resolves, that player simultaneously sacrifices the artifact and returns the artifact card to the battlefield. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Welder (R) Creature -- Goblin Artificer {T}: Choose target artifact a player controls and target artifact card in that player's graveyard. If both targets are still legal as this ability resolves, that player simultaneously sacrifices the artifact and returns the artifact card to the battlefield. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Welder (R) Creature -- Goblin Artificer {T}: Choose target artifact a player controls and target artifact card in that player's graveyard. If both targets are still legal as this ability resolves, that player simultaneously sacrifices the artifact and returns the artifact card to the battlefield. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Great Furnace</div><div>Artifact Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Great Furnace</div><div>Artifact Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Grindstone1</div><div>Artifact</div><div>{3}, {T}: Target player mills two cards. If two cards that share a color were milled this way, repeat this process.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Grindstone1</div><div>Artifact</div><div>{3}, {T}: Target player mills two cards. If two cards that share a color were milled this way, repeat this process.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Lavaspur Boots1</div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+0 and has haste and ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) Equip {1}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lightning BoltR</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lightning BoltR</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lightning BoltR</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Lotus Petal</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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Mountain

Basic Land -- Mountain

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

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Mox Opał

Legendary Artifact

Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

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Painter's Servant

Artifact Creature -- Scarecrow

As this creature enters, choose a color.
All cards that aren't on the battlefield, spells, and permanents are the chosen color in addition to their other colors.

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Phyrexian Dragon Engine ③

Artifact Creature -- Phyrexian Dragon

Double strike
When this creature enters from your graveyard, you may discard your hand.
If you do, draw three cards.
Unearth {3}{R}{R}
(Melds with Mishra, Claimed by Gix.)

Mishra, Lost to Phyrexia

Legendary Artifact Creature -- Phyrexian Artificer

Whenever Mishra enters or attacks, choose three --

- * Target opponent discards two cards.
- * Mishra deals 3 damage to any target.
- * Destroy target artifact or planeswalker.
- * Creatures you control gain menace and trample until end of turn.
- * Creatures you don't control get -1/-1 until end of turn.
- * Create two tapped Powerstone tokens.

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Pyroblast

Instant

```
Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
```

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®

Choose one --

- * Counter target spell if it's blue.
- * Destroy target permanent if it's blue.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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- * Counter target spell if it's blue.
- * Destroy target permanent if it's blue.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

```
Choose one --
* Counter target blue spell.
* Destroy target blue permanent.
```

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②③

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② R

Exile this card from your hand: Add {R}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

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```
(As this Saga enters and after your
draw step, add a lore counter.
Sacrifice after III.)
I -- This Saga gains "{T}": Add {C}."
II -- This Saga gains "{2}, {T}":
Create a 0/0 colorless Construct
artifact creature token with 'This
token gets +1/+1 for each artifact
you control.'"
III -- Search your library for an
artifact card with mana cost {0} or
{1}, put it onto the battlefield,
then shuffle.
```

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(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I -- This Saga gains "{T}: Add {C}."

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III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.

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<div> Urza's Saga </div> <div> Enchantment Land -- Urza's Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- This Saga gains "{T}: Add {C}."</p> <p>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"</p> <p>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Urza's Saga </div> <div> Enchantment Land -- Urza's Saga </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- This Saga gains "{T}: Add {C}."</p> <p>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"</p> <p>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Vexing Bauble 1 </div> <div> Artifact </div> <div> <p>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Vexing Bauble 1 </div> <div> Artifact </div> <div> <p>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Blood Moon 2R </div> <div> Enchantment </div> <div> <p>Nonbasic lands are Mountains.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dead R </div> <div> Instant </div> <div> <p>Dead deals 2 damage to target creature.</p> <p>[sideboard]</p> </div> <div> ----- RIGHT HALF ----- </div> <div> Gone 2R </div> <div> Instant </div> <div> <p>Return target creature you don't control to its owner's hand.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dead R </div> <div> Instant </div> <div> <p>Dead deals 2 damage to target creature.</p> <p>[sideboard]</p> </div> <div> ----- RIGHT HALF ----- </div> <div> Gone 2R </div> <div> Instant </div> <div> <p>Return target creature you don't control to its owner's hand.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Fiery Confluence 2RR </div> <div> Sorcery </div> <div> <p>Choose three. You may choose the same mode more than once.</p> <ul style="list-style-type: none"> * Fiery Confluence deals 1 damage to each creature. * Fiery Confluence deals 2 damage to each opponent. * Destroy target artifact. <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Playtest cards - ganesh_69 - Legacy (Legacy Challenge 32)

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.

sheet 8/10 - 8 cards - 2.5 x 3.5 in each

Magus of the Moon (2)(R) Creature -- Human Wizard Nonbasic lands are Mountains. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magus of the Moon (2)(R) Creature -- Human Wizard Nonbasic lands are Mountains. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mindbreak Trap (2)(U)(U) Instant -- Trap If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mindbreak Trap (2)(U)(U) Instant -- Trap If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mindbreak Trap (2)(U)(U) Instant -- Trap If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pithing Needle (1) Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroblast (R) Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surgical Extraction (BP) Instant ({B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Surgical Extraction</div> <div>BP</div> </div> <div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Thorn of Amethyst</div> <div>2</div> </div> <div> <div>Artifact</div> <div> <p>Noncreature spells cost {1} more to cast.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Torpor Orb</div> <div>2</div> </div> <div> <div>Artifact</div> <div> <p>Creatures entering don't cause abilities to trigger.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	

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