

<div>Agatha's Soul Cauldron ②</div> <div>Legendary Artifact</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Agatha's Soul Cauldron ②</div> <div>Legendary Artifact</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Agatha's Soul Cauldron ②</div> <div>Legendary Artifact</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Ancient Tomb</div> <div>Land</div> <div>{T}: Add {C}{C}. This land deals 2 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div> Chaos Defiler 3BR </div> <div> Artifact Creature -- Demon Construct </div> <div> 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. </div> <div> <div>5/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> City of Traitors </div> <div> Land </div> <div> When you play another land, sacrifice this land. {T}: Add {C}{C}. </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Ensnaring Bridge 3 </div> <div> Artifact </div> <div> Creatures with power greater than the number of cards in your hand can't attack. </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Fable of the Mirror-Breaker 2R </div> <div> Enchantment -- Saga </div> <div> (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. </div> <div> <div>BACK FACE</div> </div> <div> Reflection of Kiki-Jiki </div> <div> Enchantment Creature -- Goblin Shaman </div> <div> {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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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 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	Great Furnace Artifact Land {T}: Add {R}. <div></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>Grindstone</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>Grindstone</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>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Vexing Bauble1</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Abrade1R</div><div>Instant</div><div>Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Abrade1R</div><div>Instant</div><div>Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blood Moon2R</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blood Moon2R</div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Blood Moon</div><div>2R</div></div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Faerie Macabre</div><div>1BB</div></div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>Discard this card: Exile up to two target cards from graveyards.</div><div>[sideboard]</div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Faerie Macabre</div><div>1BB</div></div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>Discard this card: Exile up to two target cards from graveyards.</div><div>[sideboard]</div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Faerie Macabre</div><div>1BB</div></div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>Discard this card: Exile up to two target cards from graveyards.</div><div>[sideboard]</div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div> <div>Pithing Needle</div> <div>1</div> </div> <div>Artifact</div> <div> <p>As this artifact enters, choose a card name.</p> <p>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Vexing Bauble</div> <div>1</div> </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> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Vexing Bauble</div> <div>1</div> </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> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	

Playtest cards - Betrix2688 - Legacy (Legacy League)

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 10/10 - 3 cards - 2.5 x 3.5 in each