

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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Ancient Tomb

Land

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

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Breya's Apprentice (2) (R)

Artifact Creature -- Human Artificer

When this creature enters, create a 1/1 colorless Thopter artifact creature token with flying.

{T}, Sacrifice an artifact: Choose one --

- * Exile the top card of your library. Until the end of your next turn, you may play that card.
- * Target creature gets +2/+0 until end of turn.

2/3

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<div> <div>Chaos Defiler</div> <div> <div>3</div> <div>B</div> <div>R</div> </div> </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>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>City of Traitors</div> </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 PLAYbotbox.dev</div>	<div> <div>Ensnaring Bridge</div> <div>3</div> </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 PLAYbotbox.dev</div>	<div> <div>Fable of the Mirror-Breaker</div> <div> <div>2</div> <div>R</div> </div> </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>----- BACK FACE -----</div> <div> <div>Reflection of Kiki-Jiki</div> </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>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div> <div>Fable of the Mirror-Breaker</div> <div> <div>2</div> <div>R</div> </div> </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>----- BACK FACE -----</div> <div> <div>Reflection of Kiki-Jiki</div> </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>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Fable of the Mirror-Breaker</div> <div> <div>2</div> <div>R</div> </div> </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>----- BACK FACE -----</div> <div> <div>Reflection of Kiki-Jiki</div> </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>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Fable of the Mirror-Breaker</div> <div> <div>2</div> <div>R</div> </div> </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>----- BACK FACE -----</div> <div> <div>Reflection of Kiki-Jiki</div> </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>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Goblin Engineer</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Creature -- Goblin Artificer</div> <div> 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> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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
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<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>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>
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<div> <div>Painter's Servant</div> <div> <div>2</div> </div> </div> <div> <div>Artifact Creature -- Scarecrow</div> <div> <div>As this creature enters, choose a color.</div> <div>All cards that aren't on the battlefield, spells, and permanents are the chosen color in addition to their other colors.</div> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Painter's Servant</div> <div> <div>2</div> </div> </div> <div> <div>Artifact Creature -- Scarecrow</div> <div> <div>As this creature enters, choose a color.</div> <div>All cards that aren't on the battlefield, spells, and permanents are the chosen color in addition to their other colors.</div> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Painter's Servant</div> <div> <div>2</div> </div> </div> <div> <div>Artifact Creature -- Scarecrow</div> <div> <div>As this creature enters, choose a color.</div> <div>All cards that aren't on the battlefield, spells, and permanents are the chosen color in addition to their other colors.</div> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Painter's Servant</div> <div> <div>2</div> </div> </div> <div> <div>Artifact Creature -- Scarecrow</div> <div> <div>As this creature enters, choose a color.</div> <div>All cards that aren't on the battlefield, spells, and permanents are the chosen color in addition to their other colors.</div> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Phyrexian Devourer</div> <div> <div>6</div> </div> </div> <div> <div>Artifact Creature -- Phyrexian Construct</div> <div> <div>When this creature's power is 7 or greater, sacrifice it.</div> <div>Exile the top card of your library:</div> <div>Put X +1/+1 counters on this creature, where X is the exiled card's mana value.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Phyrexian Dragon Engine</div> <div> <div>3</div> </div> </div> <div> <div>Artifact Creature -- Phyrexian Dragon</div> <div> <div>Double strike</div> <div>When this creature enters from your graveyard, you may discard your hand.</div> <div>If you do, draw three cards.</div> <div>Unearth {3}{R}{R}</div> <div>(Melds with Mishra, Claimed by Gix.)</div> </div> <div> <div>2/2</div> </div> <div> <div>----- OTHER FACE -----</div> <div> <div>Mishra, Lost to Phyrexia</div> <div> <div>Legendary Artifact Creature -- Phyrexian Artificer</div> <div> <div>Whenever Mishra enters or attacks, choose three --</div> <div>* Target opponent discards two cards.</div> <div>* Mishra deals 3 damage to any target.</div> <div>* Destroy target artifact or planeswalker.</div> <div>* Creatures you control gain menace and trample until end of turn.</div> <div>* Creatures you don't control get -1/-1 until end of turn.</div> <div>* Create two tapped Powerstone tokens.</div> </div> </div> <div> <div>9/9</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div></div>	<div> <div>Pyroblast</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Choose one --</div> <div>* Counter target spell if it's blue.</div> <div>* Destroy target permanent if it's blue.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Pyroblast</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Choose one --</div> <div>* Counter target spell if it's blue.</div> <div>* Destroy target permanent if it's blue.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

Playtest cards - Betrix2688 - Legacy (Legacy Challenge 32)

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

<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>

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<div> <div>Lightning Bolt</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>[sideboard]</div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Lightning Bolt</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>[sideboard]</div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Mindbreak Trap</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant -- Trap</div> <div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.</div> <div>Exile any number of target spells.</div> <div>[sideboard]</div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Mindbreak Trap</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant -- Trap</div> <div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.</div> <div>Exile any number of target spells.</div> <div>[sideboard]</div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

<div> <div> Pithing Needle <div>1</div> </div> <div> Artifact <p>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.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div>	<div> <div> Vexing Bauble <div>1</div> </div> <div> Artifact <p>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.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div>	<div> <div> Vexing Bauble <div>1</div> </div> <div> Artifact <p>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.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div>	