

<div><div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div><p>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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div><p>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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div><p>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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Blooming Marsh</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
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Darkslick Shores

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {U} or {B}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deathcap Glade

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Deathrite Shaman

(B/G)

Creature -- Elf Shaman

{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)

{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.

{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.

1/2

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Deathrite Shaman

B/G

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Overgrown Tomb Land -- Swamp Forest ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Priest of Forgotten Gods ①⑧ Creature -- Human Cleric {T}, Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.) <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Priest of Forgotten Gods ①⑧ Creature -- Human Cleric {T}, Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.) <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Priest of Forgotten Gods ①⑧ Creature -- Human Cleric {T}, Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature of their choice. You add {B}{B} and draw a card. (Activate only as an instant.) <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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<div><div>Satoru, the Infiltrator</div><div>U B</div></div> <div>Legendary Creature -- Human Ninja Rogue</div> <div>Menace Whenever Satoru and/or one or more other nontoken creatures you control enter, if none of them were cast or no mana was spent to cast them, draw a card.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Satyr Wayfinder</div><div>1 6</div></div> <div>Creature -- Satyr</div> <div>When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Satyr Wayfinder</div><div>1 6</div></div> <div>Creature -- Satyr</div> <div>When this creature enters, reveal the top four cards of your library. You may put a land card from among them into your hand. Put the rest into your graveyard.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Scrapheap Scrounger</div><div>2</div></div> <div>Artifact Creature -- Construct</div> <div>This creature can't block. {1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Scrapheap Scrounger</div><div>2</div></div> <div>Artifact Creature -- Construct</div> <div>This creature can't block. {1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Scrapheap Scrounger</div><div>2</div></div> <div>Artifact Creature -- Construct</div> <div>This creature can't block. {1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Shipwreck Marsh</div></div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Stitcher's Supplier</div><div>B</div></div> <div>Creature -- Zombie</div> <div>When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Stitcher's Supplier

B

Creature -- Zombie

When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stitcher's Supplier

(B)

Creature -- Zombie

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1/1

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Stitcher's Supplier

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Creature -- Zombie

When this creature enters or dies, mill three cards. (Put the top three cards of your library into your graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land - - Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Takenuma, Abandoned Mire

Legendary Land

{T}: Add {B}.
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Takenuma, Abandoned Mire

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Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Treasure Cruise

⑦⑧

Sorcery

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Draw three cards.

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Tyvar, Jubilant Brawler (1)(B)(G)

Legendary Planeswalker -- Tyvar

You may activate abilities of creatures you control as though those creatures had haste.

[+1]: Untap up to one target creature.

[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<p>Tyvar, Jubilant Brawler ①③⑥</p> <p>Legendary Planeswalker -- Tyvar</p> <p>You may activate abilities of creatures you control as though those creatures had haste. [+1]: Untap up to one target creature. [-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.</p> <div>L 3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Tyvar, Jubilant Brawler ①③⑥</p> <p>Legendary Planeswalker -- Tyvar</p> <p>You may activate abilities of creatures you control as though those creatures had haste. [+1]: Untap up to one target creature. [-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.</p> <div>L 3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Tyvar, Jubilant Brawler ①③⑥</p> <p>Legendary Planeswalker -- Tyvar</p> <p>You may activate abilities of creatures you control as though those creatures had haste. [+1]: Untap up to one target creature. [-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.</p> <div>L 3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Watery Grave</p> <p>Land -- Island Swamp</p> <p>([T]: Add [U] or [B].) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Damping Sphere ②</p> <p>Artifact</p> <p>If a land is tapped for two or more mana, it produces [C] instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Damping Sphere ②</p> <p>Artifact</p> <p>If a land is tapped for two or more mana, it produces [C] instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Haywire Mite ①</p> <p>Artifact Creature -- Insect</p> <p>When this creature dies, you gain 2 life. [G], Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> <p>[sideboard]</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Jegantha, the Wellspring ④⑥/R/G</p> <p>Legendary Creature -- Elemental Elk</p> <p>Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) [T]: Add [W][U][B][R][G]. This mana can't be spent to pay generic mana costs.</p> <p>[sideboard]</p> <div>5/5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div><div>Spell Pierce</div><div>U</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spell Pierce</div><div>U</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Unmoored Ego</div><div>1UB</div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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