

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest

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

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Gingerbrute

Artifact Creature -- Food Golem

Haste (This creature can attack and {T} as soon as it comes under your control.)
 {1}: This creature can't be blocked this turn except by creatures with haste.
 {2}, {T}, Sacrifice this creature: You gain 3 life.

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Hunter's Talent

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)

When this Class enters, target creature you control deals damage equal to its power to target creature you don't control.

{1}{G}: Level 2

Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn.

{3}{G}: Level 3

At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.

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Hunter's Talent 1 6 Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, target creature you control deals damage equal to its power to target creature you don't control. {1}{G}: Level 2 Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn. {3}{G}: Level 3 At the beginning of your end step, if you control a creature with power 4 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Into the Flood Maw U Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kitesail Larcenist 2 U Creature -- Human Pirate Flying, ward {1} When this creature enters, for each player, choose up to one other target artifact or creature that player controls. For as long as this creature remains on the battlefield, the chosen permanents become Treasure artifacts with "{T}, Sacrifice this artifact: Add one mana of any color" and lose all other abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 2/3	Kitesail Larcenist 2 U Creature -- Human Pirate Flying, ward {1} When this creature enters, for each player, choose up to one other target artifact or creature that player controls. For as long as this creature remains on the battlefield, the chosen permanents become Treasure artifacts with "{T}, Sacrifice this artifact: Add one mana of any color" and lose all other abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 2/3	Kitesail Larcenist 2 U Creature -- Human Pirate Flying, ward {1} When this creature enters, for each player, choose up to one other target artifact or creature that player controls. For as long as this creature remains on the battlefield, the chosen permanents become Treasure artifacts with "{T}, Sacrifice this artifact: Add one mana of any color" and lose all other abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 2/3

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Sentinel of the Nameless City (2)(G) Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sentinel of the Nameless City (2)(G) Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sentinel of the Nameless City (2)(G) Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sentinel of the Nameless City (2)(G) Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spyglass Siren (U) Creature -- Siren Pirate Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spyglass Siren (U) Creature -- Siren Pirate Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spyglass Siren (U) Creature -- Siren Pirate Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spyglass Siren (U) Creature -- Siren Pirate Flying When this creature enters, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surge Engine 2 Artifact Creature -- Construct Defender {U}: This creature loses defender and gains "This creature can't be blocked." {2}{U}: This creature becomes blue and has base power and toughness 5/4. Activate only if this creature doesn't have defender. {4}{U}{U}: Draw three cards. Activate only if this creature is blue and only once. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surge Engine 2 Artifact Creature -- Construct Defender {U}: This creature loses defender and gains "This creature can't be blocked." {2}{U}: This creature becomes blue and has base power and toughness 5/4. Activate only if this creature doesn't have defender. {4}{U}{U}: Draw three cards. Activate only if this creature is blue and only once. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surge Engine 2 Artifact Creature -- Construct Defender {U}: This creature loses defender and gains "This creature can't be blocked." {2}{U}: This creature becomes blue and has base power and toughness 5/4. Activate only if this creature doesn't have defender. {4}{U}{U}: Draw three cards. Activate only if this creature is blue and only once. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teething Wurmlet 6 Creature -- Wurm This creature has deathtouch as long as you control three or more artifacts. Whenever an artifact you control enters, you gain 1 life. If this is the first time this ability has resolved this turn, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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① ②

When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

2/2

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① ⑥

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2G

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --

3/3

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2 G

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{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
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Yavimaya Coast

Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zoetic Glyph (2)(U)

Enchantment -- Aura

Enchant artifact
Enchanted artifact is a Golem creature with base power and toughness 5/4 in addition to its other types.
When this Aura is put into a graveyard from the battlefield, discover 3.

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Negate 1 U

Instant

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Counter target noncreature spell.
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[sideboard]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison (G)

Sorcery

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.

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Repulsive Mutation (X)(G)(U)

Instant

Put X +1/+1 counters on target creature you control. Then counter up to one target spell unless its controller pays mana equal to the greatest power among creatures you control.

[sideboard]

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