

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	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
Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. 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	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	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	Cut Down B Instant Destroy target creature with total power and toughness 5 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

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Creature -- Faerie Rogue

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2/1

①②

Creature -- Human Scout

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

0/3

①②

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

0/3

① ②

Creature -- Human Scout

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

0/3

① ②

Creature -- Human Scout

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

0/3

Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Hedge Maze

Land -- Forest Island

([T]: Add [G] or [U].)
This land enters tapped.
When this land enters, surveil 1.
(Look at the top card of your
library. You may put it into your
graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Insidious Roots



Enchantment

Creature tokens you control have
 "{T}: Add one mana of any color."
 Whenever one or more creature cards
 leave your graveyard, create a 0/1
 green Plant creature token, then put
 a +1/+1 counter on each Plant you
 control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Insidious Roots



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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Insidious Roots



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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kami of Whispered Hopes (2)(G)



Creature -- Spirit

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on that permanent instead. {T}: Add X mana of any one color, where X is this creature's power.

1/1

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Kitsa, Otterball Elite (1)(U)



Legendary Creature -- Otter Wizard

Vigilance
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
{T}: Draw a card, then discard a card.
{2}, {T}: Copy target instant or sorcery spell you control. You may choose new targets for the copy.
Activate only if Kitsa's power is 3 or greater.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kitsa, Otterball Elite (1)(U)



Legendary Creature -- Otter Wizard

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Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
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1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lively Dirge



Sorcery

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Spree (Choose one or more additional
costs.)
+ {1} -- Search your library for a
card, put it into your graveyard,
then shuffle.
+ {2} -- Return up to two creature
cards with total mana value 4 or
less from your graveyard to the
battlefield.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lively Dirge 1 B Sorcery Spree (Choose one or more additional costs.) + {1} -- Search your library for a card, put it into your graveyard, then shuffle. + {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lively Dirge 1 B Sorcery Spree (Choose one or more additional costs.) + {1} -- Search your library for a card, put it into your graveyard, then shuffle. + {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lively Dirge 1 B Sorcery Spree (Choose one or more additional costs.) + {1} -- Search your library for a card, put it into your graveyard, then shuffle. + {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Osteomancer Adept 1 B Creature -- Squirrel Warlock Deathtouch {T}: Until end of turn, you may cast creature spells from your graveyard by foraging in addition to paying their other costs. If you cast a spell this way, that creature enters with a finality counter on it. (To forage, exile three cards from your graveyard or sacrifice a Food. If a creature with a finality counter on it would die, exile it instead.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Osteomancer Adept 1 B Creature -- Squirrel Warlock Deathtouch {T}: Until end of turn, you may cast creature spells from your graveyard by foraging in addition to paying their other costs. If you cast a spell this way, that creature enters with a finality counter on it. (To forage, exile three cards from your graveyard or sacrifice a Food. If a creature with a finality counter on it would die, exile it instead.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seed of Hope G Instant Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Weissmann, Drew - Standard (\$10K RCQ - Standard - SCG CON Columbus - Satu

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

G

Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Mill two cards. You may put a permanent card from among the milled cards into your hand. You gain 2 life. (To mill two cards, put the top two cards of your library into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Deathtouch
Whenever you draw a card, you gain 2
life.
Whenever an opponent draws a card,
they lose 2 life.

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4/5

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②

Reach
When this creature enters, you may sacrifice another creature. When you do, destroy target nonland permanent.
When this creature dies, you may gain 1 life for each creature card in your graveyard. If you do, exile this card from your graveyard.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Flying, ward {2}
This creature enters tapped with three stun counters on it. (If it would become untapped, remove a stun counter from it instead.)
{1}{U}: Untap this creature.

3/3

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped. As it enters, choose a color.
 {T}: Add one mana of the chosen color.
 {1}, {T}: For each color among monocolored permanents you control, add one mana of that color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twitching Doll 1 G Artifact Creature -- Spider Toy {T}: Add one mana of any color. Put a nest counter on this creature. {T}, Sacrifice this creature: Create a 2/2 green Spider creature token with reach for each counter on this creature. Activate only as a sorcery. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	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	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
Undercity Sewers Land -- Island Swamp {T}: Add {U} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground Mortuary Land -- Swamp Forest {T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground River Land {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground River

Land

{T}: Add {C}.
{T}: Add {U} or {B}. This land deals
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voldaren Thrillseeker (2)(R)

Creature -- Vampire Warrior

Backup 2 (When this creature enters, put two +1/+1 counters on target creature. If that's another creature, it gains the following ability until end of turn.)
 {1}, Sacrifice this creature: It deals damage equal to its power to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

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{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

```
{T}: Add {C}.
{T}: Add {G} or {U}. This land deals
1 damage to you.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcanis the Omnipotent (3UUU)

Legendary Creature -- Wizard

{T}: Draw three cards.
{2}{U}{U}: Return Arcanis to its owner's hand.

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[sidebar]
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3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cut Down (B)

Instant

Destroy target creature with total power and toughness 5 or less.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deadly Cover-Up (3)(B)(B)

Sorcery

As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

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[sideboard]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress (B)

Sorcery	
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Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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[sideboard]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Feed the Cycle (1)(B) Instant As an additional cost to cast this spell, forage or pay {B}. (To forage, exile three cards from your graveyard or sacrifice a Food.) Destroy target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Harvester of Misery (3)(B)(B) Creature -- Spirit Menace When this creature enters, other creatures get -2/-2 until end of turn. {1}{B}, Discard this card: Target creature gets -2/-2 until end of turn. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Haywire Mite (1) Artifact Creature -- Insect When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Insidious Fungus (G) Creature -- Fungus {2}, Sacrifice this creature: Choose one -- * Destroy target artifact. * Destroy target enchantment. * Draw a card. Then you may put a land card from your hand onto the battlefield tapped. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lord Skitter, Sewer King (2)(B) Legendary Creature -- Rat Noble Whenever another Rat you control enters, exile up to one target card from an opponent's graveyard. At the beginning of combat on your turn, create a 1/1 black Rat creature token with "This token can't block." [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nissa, Ascended Animist (3)(G)(G)(GP)(GP) Legendary Planeswalker -- Nissa Completed ({G}/P can be paid with {G} or 2 life. For each {G}/P paid with life, this planeswalker enters with two fewer loyalty counters.) [+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty. [-1]: Destroy target artifact or enchantment. [-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample. [sideboard] L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scavenging Ooze (1)(G) Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

B

Target creature gets -2/-2 until end of turn.

[sideboard]

5 B B

At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.

[sideboard]

- - - ADVENTURE - - -

① ⑧

Target creature gets -3/-3 until end of turn. You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 B B

At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control.

[sideboard]

- - - ADVENTURE - - -

① ⑧

Target creature gets -3/-3 until end of turn. You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev