

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	Basim Ibn Ishaq ①② Legendary Creature -- Human Assassin Whenever you cast a historic spell, draw a card. Basim Ibn Ishaq can't be blocked this turn. This ability triggers only once each turn. (Artifacts, legends, and Sagas are historic.) Whenever Basim Ibn Ishaq deals combat damage to a player, put a +1/+1 counter on it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jace, the Perfected Mind Legendary Planeswalker -- Jace Compleated ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.) [+1]: Until your next turn, up to one target creature gets -3/-0. [-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card. [-X]: Target player mills three times X cards. L5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jace, the Perfected Mind Legendary Planeswalker -- Jace Compleated ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.) [+1]: Until your next turn, up to one target creature gets -3/-0. [-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card. [-X]: Target player mills three times X cards. L5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jace, the Perfected Mind Legendary Planeswalker -- Jace Compleated ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.) [+1]: Until your next turn, up to one target creature gets -3/-0. [-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card. [-X]: Target player mills three times X cards. L5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kethis, the Hidden Hand Legendary Creature -- Elf Advisor Legendary spells you cast cost {1} less to cast. Exile two legendary cards from your graveyard: Until end of turn, each legendary card in your graveyard gains "You may play this card from your graveyard." 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kethis, the Hidden Hand Legendary Creature -- Elf Advisor Legendary spells you cast cost {1} less to cast. Exile two legendary cards from your graveyard: Until end of turn, each legendary card in your graveyard gains "You may play this card from your graveyard." 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kethis, the Hidden Hand Legendary Creature -- Elf Advisor Legendary spells you cast cost {1} less to cast. Exile two legendary cards from your graveyard: Until end of turn, each legendary card in your graveyard gains "You may play this card from your graveyard." 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kethis, the Hidden Hand Legendary Creature -- Elf Advisor Legendary spells you cast cost {1} less to cast. Exile two legendary cards from your graveyard: Until end of turn, each legendary card in your graveyard gains "You may play this card from your graveyard." 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Malevolent Rumble ①⑥ Sorcery Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Malevolent Rumble ①⑥ Sorcery Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Malevolent Rumble ①⑥ Sorcery Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Malevolent Rumble ①⑥ Sorcery Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mishra's Bauble ⑨ Artifact {T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mishra's Bauble ⑨ Artifact {T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mishra's Bauble ⑨ Artifact {T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mishra's Bauble ⑨ Artifact {T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mox Amber ⑥ Legendary Artifact {T}: Add one mana of any color among legendary creatures and planeswalkers you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Amber ⑥ Legendary Artifact {T}: Add one mana of any color among legendary creatures and planeswalkers you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Amber ⑥ Legendary Artifact {T}: Add one mana of any color among legendary creatures and planeswalkers you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Amber ⑥ Legendary Artifact {T}: Add one mana of any color among legendary creatures and planeswalkers you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {U}.
Channel -- {3}{U}, Discard this
card: Return target artifact,
creature, enchantment, or
planeswalker to its owner's hand.
This ability costs {1} less to
activate for each legendary creature
you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(**{T}**: Add **{B}** or **{G}**.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

```
{T}: Add {C}.
{T}: Add one mana of any color.
Spend this mana only to cast a
legendary spell.
{T}: Add one mana of any color among
legendary permanents you control.
{3}, {T}, Exile this land: Target
legendary creature gains hexproof
and indestructible until end of
turn.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {C}.
 {T}: Add one mana of any color.
 Spend this mana only to cast a
 legendary spell.
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 {3}, {T}, Exile this land: Target
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 and indestructible until end of
 turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plaza of Heroes

Land

```
{T}: Add {C}.
{T}: Add one mana of any color.
Spend this mana only to cast a
legendary spell.
{T}: Add one mana of any color among
legendary permanents you control.
{3}, {T}, Exile this land: Target
legendary creature gains hexproof
and indestructible until end of
turn.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plaza of Heroes

Land

{T}: Add {C}.

{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.

{T}: Add one mana of any color among legendary permanents you control.

{3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shifting Woodland

Land

This land enters tapped unless you control a Forest.
{T}: Add {G}.
Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spire of Industry

Land

{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color. Activate only if you control an artifact.

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{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tamiyo, Inquisitive Student

Card

- - - OTHER FACE - - -

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Card

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Tamiyo, Inquisitive Student

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Teferi, Time Raveler (1)(W)(U)

Legendary Planeswalker -- Teferi

Each opponent can cast spells only any time they could cast a sorcery

[+1]: Until your next turn, you may cast sorcery spells as though they had flash.

[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ashlok, Dream Render (1) (U/B) (U/B)

Legendary Planeswalker -- Ashiok

Spells and abilities your opponents control can't cause their controller to search their library.

[-1]: Target player mills four cards. Then exile each opponent's graveyard.

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ashlok, Dream Render (1)(U/B)(U/B)

Legendary Planeswalker -- Ashiok

Spells and abilities your opponents control can't cause their controller to search their library.

[-1]: Target player mills four cards. Then exile each opponent's graveyard.

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

AshioK, Dream Render (1)(U/B)(U/B)

Legendary Planeswalker -- Ashiok

Spells and abilities your opponents control can't cause their controller to search their library.

[-1]: Target player mills four cards. Then exile each opponent's graveyard.

[sidebar]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consign to Memory (U)

Instant

Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consign to Memory U Instant Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consign to Memory U Instant Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consign to Memory U Instant Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Emrakul, the Promised End 13 Legendary Creature -- Eldrazi This spell costs {1} less to cast for each card type among cards in your graveyard. When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn. Flying, trample, protection from instants [sideboard] 13/13 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Jace, Wielder of Mysteries 1UUU Legendary Planeswalker -- Jace If you would draw a card while your library has no cards in it, you win the game instead. [+1]: Target player mills two cards. Draw a card. [-8]: Draw seven cards. Then if your library has no cards in it, you win the game. [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portable Hole W Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portable Hole W Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portable Hole W Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Torpor Orb Artifact Creatures entering don't cause abilities to trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Torpor Orb Artifact Creatures entering don't cause abilities to trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Torpor Orb Artifact Creatures entering don't cause abilities to trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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