

## 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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## Blooming Marsh

Land

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

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## Cache Grab

① ⑥

Instant

Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cache Grab

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Instant

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| <div>Cache Grab<div>16</div></div> <div>Instant</div> <div> <p>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Cache Grab<div>16</div></div> <div>Instant</div> <div> <p>Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Cankerbloom<div>16</div></div> <div>Creature -- Phyrexian Fungus</div> <div> <p>{1}, Sacrifice this creature: Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact.</li> <li>* Destroy target enchantment.</li> <li>* Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</li> </ul> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Disruptive Stormbrood<div>46</div></div> <div>Creature -- Dragon</div> <div> <p>Flying</p> <p>When this creature enters, destroy up to one target artifact or enchantment.</p> </div> <div> <div>3/3</div> <div>----- ADVENTURE -----</div> <div>Petty Revenge<div>1B</div></div> <div>Sorcery -- Omen</div> <div> <p>Destroy target creature with power 3 or less. (Then shuffle this card into its owner's library.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div>Disruptive Stormbrood<div>46</div></div> <div>Creature -- Dragon</div> <div> <p>Flying</p> <p>When this creature enters, destroy up to one target artifact or enchantment.</p> </div> <div> <div>3/3</div> <div>----- ADVENTURE -----</div> <div>Petty Revenge<div>1B</div></div> <div>Sorcery -- Omen</div> <div> <p>Destroy target creature with power 3 or less. (Then shuffle this card into its owner's library.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>        | <div>Dredger's Insight<div>16</div></div> <div>Enchantment</div> <div> <p>Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life.</p> <p>When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                  | <div>Dredger's Insight<div>16</div></div> <div>Enchantment</div> <div> <p>Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life.</p> <p>When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Dredger's Insight<div>16</div></div> <div>Enchantment</div> <div> <p>Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life.</p> <p>When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                           |

# Playtest cards - SomethinStupid - Standard (Standard League)

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.

sheet 2/10 - 8 cards - 2.5 x 3.5 in each

## Forest

Basic Land -- Forest

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

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Glissa Sunslayer 1BG

Legendary Creature -- Phyrexian Zombie Elf

```

First strike, deathtouch
Whenever Glissa Sunslayer deals
combat damage to a player, choose
one --
* You draw a card and lose 1 life.
* Destroy target enchantment.
* Remove up to three counters from
target permanent.

```

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Glissa Sunslayer ① Ⓑ Ⓒ

Legendary Creature -- Phyrexian Zombie Elf

```
First strike, deathtouch
Whenever Glissa Sunslayer deals
combat damage to a player, choose
one --
* You draw a card and lose 1 life.
* Destroy target enchantment.
* Remove up to three counters from
target permanent.
```

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Great Arashin City

Land

This land enters tapped unless you control a Forest or a Plains.  
{T}: Add {B}.  
{1}{B}, {T}, Exile a creature card from your graveyard: Create a 1/1 white Spirit creature token.

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| <b>Great Arashin City</b><br>Land<br>This land enters tapped unless you control a Forest or a Plains.<br>{T}: Add {B}.<br>{1}{B}, {T}, Exile a creature card from your graveyard: Create a 1/1 white Spirit creature token. <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Harvester of Misery</b> 3B<br>Creature -- Spirit<br>Menace<br>When this creature enters, other creatures get -2/-2 until end of turn.<br>{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn. <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                     | <b>Harvester of Misery</b> 3B<br>Creature -- Spirit<br>Menace<br>When this creature enters, other creatures get -2/-2 until end of turn.<br>{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn. <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                     | <b>Haywire Mite</b> 1<br>Artifact Creature -- Insect<br>When this creature dies, you gain 2 life.<br>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                         |
| <b>Haywire Mite</b> 1<br>Artifact Creature -- Insect<br>When this creature dies, you gain 2 life.<br>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                            | <b>Insidious Roots</b> BG<br>Enchantment<br>Creature tokens you control have "T": Add one mana of any color."<br>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. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Insidious Roots</b> BG<br>Enchantment<br>Creature tokens you control have "T": Add one mana of any color."<br>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. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Insidious Roots</b> BG<br>Enchantment<br>Creature tokens you control have "T": Add one mana of any color."<br>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. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

**B G**

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**G**

$\{T\}$ : Add  $\{G\}$ .

1/1

**G**

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1/1

**G**

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1/1

**G**

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1/1

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

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{T}: Add {C}.
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```

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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.

## Llanowar Wastes

Land

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

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## Molt Tender

**G**

Creature -- Insect Druid

{T}: Mill a card. (Put the top card of your library into your graveyard.)

{T}, Exile a card from your graveyard: Add one mana of any color.

1/1

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## Molt Tender

Ⓒ

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1/1

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## Overlord of the Balemurk (3)(B)(B)

3 B B

Enchantment Creature -- Avatar Horror

Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Overlord of the Balemurk (3)(B)(B)

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## Overlord of the Balemurk (3)(B)(B)

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Enchantment Creature -- Avatar Horror

Impending 5- $\{1\}\{B\}$  (If you cast this spell for its impending cost, it enters with five time counters, and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.

5/5

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| <b>Overlord of the Balemurk</b> (3)(B)(B)<br>Enchantment Creature -- Avatar Horror<br>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Qarsi Revenant</b> (1)(B)(B)<br>Creature -- Vampire<br>Flying, deathtouch, lifelink<br>Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Qarsi Revenant</b> (1)(B)(B)<br>Creature -- Vampire<br>Flying, deathtouch, lifelink<br>Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Scavenging Ooze</b> (1)(G)<br>Creature -- Ooze<br>{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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Scavenging Ooze</b> (1)(G)<br>Creature -- Ooze<br>{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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                    | <b>Scavenging Ooze</b> (1)(G)<br>Creature -- Ooze<br>{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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                 | <b>Scavenging Ooze</b> (1)(G)<br>Creature -- Ooze<br>{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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                 | <b>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                            |

Playtest cards - SomethinStupid - Standard (Standard League)

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                  | <div>Wastewood Verge</div> <div>Land</div> <div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                 | <div>Wastewood Verge</div> <div>Land</div> <div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                 | <div>Wastewood Verge</div> <div>Land</div> <div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                 |
| <div>Cankerbloom</div> <div>1G</div> <div>Creature -- Phyrexian Fungus</div> <div>{1}, Sacrifice this creature: Choose one --<br/>* Destroy target artifact.<br/>* Destroy target enchantment.<br/>* Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Cut Down</div> <div>B</div> <div>Instant</div> <div>Destroy target creature with total power and toughness 5 or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Cut Down</div> <div>B</div> <div>Instant</div> <div>Destroy target creature with total power and toughness 5 or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Cut Down</div> <div>B</div> <div>Instant</div> <div>Destroy target creature with total power and toughness 5 or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Duress</div><div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                             | <div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div> <div>Instant</div> <div>Destroy target nonartifact creature.</div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                     | <div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div> <div>Instant</div> <div>Destroy target nonartifact creature.</div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                 | <div><div>Haywire Mite</div><div><div>1</div></div></div> <div>Artifact Creature -- Insect</div> <div>When this creature dies, you gain 2 life.</div> <div>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div> <div>[sideboard]</div> <div><div>1/1</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Hostile Investigator</div><div><div>3</div><div>B</div></div></div> <div>Creature -- Ogre Rogue Detective</div> <div>When this creature enters, target opponent discards a card. Whenever one or more players discard one or more cards, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>[sideboard]</div> <div><div>4/3</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Hostile Investigator</div><div><div>3</div><div>B</div></div></div> <div>Creature -- Ogre Rogue Detective</div> <div>When this creature enters, target opponent discards a card. Whenever one or more players discard one or more cards, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>[sideboard]</div> <div><div>4/3</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Kraul Whipcracker</div><div><div>B</div><div>G</div></div></div> <div>Creature -- Insect Assassin</div> <div>Reach</div> <div>When this creature enters, destroy target token an opponent controls.</div> <div>[sideboard]</div> <div><div>3/2</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Kraul Whipcracker</div><div><div>B</div><div>G</div></div></div> <div>Creature -- Insect Assassin</div> <div>Reach</div> <div>When this creature enters, destroy target token an opponent controls.</div> <div>[sideboard]</div> <div><div>3/2</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                          |

## Liliana of the Veil ①③③

Legendary Planeswalker -- Liliana

[+1]: Each player discards a card.  
[-2]: Target player sacrifices a creature.  
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

[sideboard]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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## Liliana of the Veil ①③③

Legendary Planeswalker -- Liliana

[+1]: Each player discards a card.  
[-2]: Target player sacrifices a creature.  
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

[sideboard]

L 3

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## Vivien Reid ③⑥⑥

Legendary Planeswalker -- Vivien

[+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.  
[-3]: Destroy target artifact, enchantment, or creature with flying.  
[-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible."

[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

Playtest cards - SomethinStupid - Standard (Standard League)

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.

sheet 10/10 - 3 cards - 2.5 x 3.5 in each