

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
Badgermole Cub ①⑥ Creature -- Badger Mole When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Badgermole Cub ①⑥ Creature -- Badger Mole When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Badgermole Cub ①⑥ Creature -- Badger Mole When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Badgermole Cub ①⑥ Creature -- Badger Mole When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Delighted Halfling ⑥ Creature -- Halfling Citizen {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Delighted Halfling ⑥ Creature -- Halfling Citizen {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Formidable Speaker 2 6 Creature -- Elf Druid When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle. {1}, {T}: Untap another target permanent. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Green Sun's Zenith X 6 Sorcery Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Green Sun's Zenith X 6 Sorcery Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X) (G)

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1 B G

As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.

[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.

[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.

[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.

L 3

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Ⓒ

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
{T}: Add {B}, {R}, or {G}.

0/1

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① ② G

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}."

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① ②

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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

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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spymaster's Vault Land This land enters tapped unless you control a Swamp. {T}: Add {B}. {B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spymaster's Vault Land This land enters tapped unless you control a Swamp. {T}: Add {B}. {B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Walking Ballista Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Walking Ballista Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Walking Ballista Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Walking Ballista Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Yawgmoth, Thran Physician 2BB Legendary Creature -- Human Cleric Protection from Humans Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card. {B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yawgmoth, Thran Physician 2BB Legendary Creature -- Human Cleric Protection from Humans Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card. {B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yawgmoth, Thran Physician 2BB Legendary Creature -- Human Cleric Protection from Humans Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card. {B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yawgmoth, Thran Physician 2BB Legendary Creature -- Human Cleric Protection from Humans Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card. {B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Young Wolf 6 Creature -- Wolf Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Young Wolf 6 Creature -- Wolf Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Young Wolf 6 Creature -- Wolf Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Young Wolf 6 Creature -- Wolf Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.) 1/1 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. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Damping Sphere 2 Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Destroy target creature if it has mana value 2 or less.
 Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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2 G G

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

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① (B/R) (B/R)

Sacrifice this creature: Destroy target nonbasic land.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

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First strike
Whenever a player casts a
noncreature spell, they lose 2 life.
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Destroy target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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{1}, Sacrifice this creature: Destroy
target artifact or enchantment.
Daybound (If a player casts no spells
during their own turn, it becomes
night next turn.)
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2/2

- - - BACK FACE - - -

{1}, Sacrifice this creature: Destroy target artifact or enchantment.
Whenever this creature attacks, destroy target artifact or enchantment defending player controls.
Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

{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.

2/2

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②

Permanent cards in graveyards can't enter the battlefield.
Players can't cast noncreature spells from graveyards or exile.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vexing Bauble 1 Artifact Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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