

②

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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②

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{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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WW

Protection from black and from red  
Whenever another creature enters,  
you may gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WW

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W W

Protection from black and from red  
Whenever another creature enters,  
you may gain 1 life.

1/1

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① ②

Devoid (This card has no color.)  
 {1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)  
 Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

2/2

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① ⑥

At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.

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① ②

At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.

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| <b>Boseiju, Who Endures</b><br><hr/> Legendary Land<br><hr/> {T}: Add {G}.<br>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. | <b>Boseiju, Who Endures</b><br><hr/> Legendary Land<br><hr/> {T}: Add {G}.<br>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. | <b>Collected Company</b> ③⑥<br><hr/> Instant<br><hr/> Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. | <b>Collected Company</b> ③⑥<br><hr/> Instant<br><hr/> Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                     |
| <b>Collected Company</b> ③⑥<br><hr/> Instant<br><hr/> Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.                                                                                                                                                    | <b>Delighted Halfling</b> ⑥<br><hr/> Creature -- Halfling Citizen<br><hr/> {T}: Add {C}.<br>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.                                                                                                                                                                                            | <b>Delighted Halfling</b> ⑥<br><hr/> Creature -- Halfling Citizen<br><hr/> {T}: Add {C}.<br>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.                                         | <b>Delighted Halfling</b> ⑥<br><hr/> Creature -- Halfling Citizen<br><hr/> {T}: Add {C}.<br>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.                                         |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                        | <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                         | <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                      | <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                      |

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| <div> <b>Delighted Halfling</b> <span>Ⓞ</span> </div> <div>           Creature -- Halfling Citizen         </div> <div> <p>             {T}: Add {C}.<br/>             {T}: Add one mana of any color.<br/>             Spend this mana only to cast a legendary spell, and that spell can't be countered.           </p> </div> <div> <div>1/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Endurance</b> <span>①ⓄⓄ</span> </div> <div>           Creature -- Elemental Incarnation         </div> <div> <p>             Flash<br/>             Reach<br/>             When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.<br/>             Evoke--Exile a green card from your hand.           </p> </div> <div> <div>3/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Forest</b> </div> <div>           Basic Land -- Forest         </div> <div> <p>{T}: Add {G}.</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                                                                                                                         | <div> <b>Forest</b> </div> <div>           Basic Land -- Forest         </div> <div> <p>{T}: Add {G}.</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                                                                                                                         |
| <div> <b>Giver of Runes</b> <span>Ⓜ</span> </div> <div>           Creature -- Kor Cleric         </div> <div> <p>             {T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.           </p> </div> <div> <div>1/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                 | <div> <b>Haywire Mite</b> <span>①</span> </div> <div>           Artifact Creature -- Insect         </div> <div> <p>             When this creature dies, you gain 2 life.<br/>             {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.           </p> </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                     | <div> <b>Heliod, Sun-Crowned</b> <span>②Ⓜ</span> </div> <div>           Legendary Enchantment Creature -- God         </div> <div> <p>             Indestructible<br/>             As long as your devotion to white is less than five, Heliod isn't a creature.<br/>             Whenever you gain life, put a +1/+1 counter on target creature or enchantment you control.<br/>             {1}{W}: Another target creature gains lifelink until end of turn.           </p> </div> <div> <div>5/5</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Heliod, Sun-Crowned</b> <span>②Ⓜ</span> </div> <div>           Legendary Enchantment Creature -- God         </div> <div> <p>             Indestructible<br/>             As long as your devotion to white is less than five, Heliod isn't a creature.<br/>             Whenever you gain life, put a +1/+1 counter on target creature or enchantment you control.<br/>             {1}{W}: Another target creature gains lifelink until end of turn.           </p> </div> <div> <div>5/5</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |

2 W

Indestructible  
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5/5

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② ② W

Indestructible  
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{1}{W}: Another target creature gains lifelink until end of turn.

5/5

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Land

{T}, Pay 1 life: Add {G} or {W}.  
 {1}, {T}, Sacrifice this land: Draw  
 a card.

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## Land -- Forest Plains

(**{T}**: Add **{G}** or **{W}**.)  
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.)

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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 PLAY botbox.dev

## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Plains

Basic Land -- Plains

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

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### Prosperous Innkeeper ①G

Creature -- Halfling Citizen

When this creature enters, create a Treasure token. (It's an artifact with "[T], Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life.

1/1

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## Ranger-Captain of Eos (1)(W)(W)

Creature -- Human Soldier Ranger

When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.

Sacrifice this creature: Your opponents can't cast noncreature spells this turn.

3/3

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Rosie Cotton of South Lane (2)(W)

Legendary Creature -- Halfling Peasant

When Rosie Cotton enters, create a Food token. (It's an artifact with {2}, {T}, Sacrifice this token: You gain 3 life.") Whenever you create a token, put a +1/+1 counter on target creature you control other than Rosie Cotton.

1/1

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**Scurry Oak** (2)(G)

Creature -- Treefolk

Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)  
Whenever one or more +1/+1 counters are put on this creature, you may create a 1/1 green Squirrel creature token.

1/2

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## 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.

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**Spike Feeder** (1)(G)(G)

Creature -- Spike

This creature enters with two +1/+1 counters on it.

{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.

Remove a +1/+1 counter from this creature: You gain 2 life.

0/0

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**Spike Feeder** (1)(G)(G)

Creature -- Spike

This creature enters with two +1/+1 counters on it.  
{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.  
Remove a +1/+1 counter from this creature: You gain 2 life.

0/0

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| <div> <div>Spike Feeder</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Spike</div> <div> <p>This creature enters with two +1/+1 counters on it.</p> <p>{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.</p> <p>Remove a +1/+1 counter from this creature: You gain 2 life.</p> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Spike Feeder</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Spike</div> <div> <p>This creature enters with two +1/+1 counters on it.</p> <p>{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.</p> <p>Remove a +1/+1 counter from this creature: You gain 2 life.</p> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Sylvan Safekeeper</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <p>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Temple Garden</div> </div> <div> <div>Land -- Forest Plains</div> <div> <p>{T}: Add {G} or {W}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                        |
| <div> <div>Temple Garden</div> </div> <div> <div>Land -- Forest Plains</div> <div> <p>{T}: Add {G} or {W}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                   | <div> <div>Temple Garden</div> </div> <div> <div>Land -- Forest Plains</div> <div> <p>{T}: Add {G} or {W}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                   | <div> <div>Temple Garden</div> </div> <div> <div>Land -- Forest Plains</div> <div> <p>{T}: Add {G} or {W}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                              | <div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div>Legendary Artifact</div> <div> <p>Indestructible</p> <p>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</p> <p>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</p> <p>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div> <div>The One Ring</div> <div>4</div> </div> <div> <div> <div>Legendary Artifact</div> <div> Indestructible<br/> When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/> At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/> {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Utopia Sprawl</div> <div>6</div> </div> <div> <div> <div>Enchantment -- Aura</div> <div> Enchant Forest<br/> As this Aura enters, choose a color.<br/> Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                       | <div> <div>Utopia Sprawl</div> <div>6</div> </div> <div> <div> <div>Enchantment -- Aura</div> <div> Enchant Forest<br/> As this Aura enters, choose a color.<br/> Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                       | <div> <div>Utopia Sprawl</div> <div>6</div> </div> <div> <div> <div>Enchantment -- Aura</div> <div> Enchant Forest<br/> As this Aura enters, choose a color.<br/> Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Utopia Sprawl</div> <div>6</div> </div> <div> <div> <div>Enchantment -- Aura</div> <div> Enchant Forest<br/> As this Aura enters, choose a color.<br/> Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                    | <div> <div>Walking Ballista</div> <div>X X</div> </div> <div> <div> <div>Artifact Creature -- Construct</div> <div> This creature enters with X +1/+1 counters on it.<br/> {4}: Put a +1/+1 counter on this creature.<br/> Remove a +1/+1 counter from this creature: It deals 1 damage to any target. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div>0/0</div> </div> | <div> <div>Walking Ballista</div> <div>X X</div> </div> <div> <div> <div>Artifact Creature -- Construct</div> <div> This creature enters with X +1/+1 counters on it.<br/> {4}: Put a +1/+1 counter on this creature.<br/> Remove a +1/+1 counter from this creature: It deals 1 damage to any target. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div>0/0</div> </div> | <div> <div>Windswept Heath</div> </div> <div> <div> <div>Land</div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                     |

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| <div>Windswept Heath</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>  | <div>Windswept Heath</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                            | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                    |
| <div>Collector Ouphe</div> <div> <div>16</div> <div>Creature -- Ouphe</div> </div> <div>Activated abilities of artifacts can't be activated.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Cursed Totem</div> <div> <div>2</div> <div>Artifact</div> </div> <div>Activated abilities of creatures can't be activated.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <div>Elesh Norn, Mother of Machines</div> <div> <div>4W</div> <div>Legendary Creature -- Phyrexian Praetor</div> </div> <div>Vigilance<br/>If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger.</div> <div>[sideboard]</div> <div>4/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Evolution Witness</div> <div> <div>26</div> <div>Creature -- Elf Shaman Mutant</div> </div> <div>{1}{6}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

2GG

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 W

When this enchantment enters, exile all graveyards.  
If a card or token would be put into a graveyard from anywhere, exile it instead.

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① W

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If a card or token would be put into a graveyard from anywhere, exile it instead.

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WW

Protection from black and from red  
When this creature enters, exile all  
cards that are black or red from all  
graveyards.  
If a black or red permanent, spell,  
or card not on the battlefield would  
be put into a graveyard, exile it  
instead.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WW

Protection from black and from red  
When this creature enters, exile all  
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graveyards.  
If a black or red permanent, spell,  
or card not on the battlefield would  
be put into a graveyard, exile it  
instead.

**2/2**

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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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

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| <div> <div> Veil of Summer 6 </div> <div> Instant </div> <div> <p>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Veil of Summer 6 </div> <div> Instant </div> <div> <p>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Void Mirror 2 </div> <div> Artifact </div> <div> <p>Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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