

## 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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## Breeding Pool

Land -- Forest Island

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

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## Delighted Halfling

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

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### Delighted Halfling (G)

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**Delighted Halfling** G

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1/2

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| <div> <div>Emperor of Bones</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Skeleton Noble</div> <div> <p>At the beginning of combat on your turn, exile up to one target card from a graveyard.</p> <p>{1}{B}: Adapt 2.</p> <p>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Emperor of Bones</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Skeleton Noble</div> <div> <p>At the beginning of combat on your turn, exile up to one target card from a graveyard.</p> <p>{1}{B}: Adapt 2.</p> <p>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Emperor of Bones</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Skeleton Noble</div> <div> <p>At the beginning of combat on your turn, exile up to one target card from a graveyard.</p> <p>{1}{B}: Adapt 2.</p> <p>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Emperor of Bones</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Skeleton Noble</div> <div> <p>At the beginning of combat on your turn, exile up to one target card from a graveyard.</p> <p>{1}{B}: Adapt 2.</p> <p>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
| <div> <div>Forest</div> <div></div> </div> <div> <div>Basic Land -- Forest</div> <div> <p>{T}: Add {G}.)</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                             | <div> <div>Goryo's Vengeance</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant -- Arcane</div> <div> <p>Return target legendary creature card from your graveyard to the battlefield. That creature gains haste. Exile it at the beginning of the next end step.</p> <p>Splice onto Arcane {2}{B} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                             | <div> <div>Goryo's Vengeance</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant -- Arcane</div> <div> <p>Return target legendary creature card from your graveyard to the battlefield. That creature gains haste. Exile it at the beginning of the next end step.</p> <p>Splice onto Arcane {2}{B} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                             | <div> <div>Goryo's Vengeance</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant -- Arcane</div> <div> <p>Return target legendary creature card from your graveyard to the battlefield. That creature gains haste. Exile it at the beginning of the next end step.</p> <p>Splice onto Arcane {2}{B} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                             |



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| <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                        | <div><div><div>Kiora, the Rising Tide 2U</div><div>Legendary Creature -- Merfolk Noble</div><div>When Kiora enters, draw two cards, then discard two cards.<br/>Threshold -- Whenever Kiora attacks, if there are seven or more cards in your graveyard, you may create Scion of the Deep, a legendary 8/8 blue Octopus creature token.</div></div><div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Kiora, the Rising Tide 2U</div><div>Legendary Creature -- Merfolk Noble</div><div>When Kiora enters, draw two cards, then discard two cards.<br/>Threshold -- Whenever Kiora attacks, if there are seven or more cards in your graveyard, you may create Scion of the Deep, a legendary 8/8 blue Octopus creature token.</div></div><div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Kiora, the Rising Tide 2U</div><div>Legendary Creature -- Merfolk Noble</div><div>When Kiora enters, draw two cards, then discard two cards.<br/>Threshold -- Whenever Kiora attacks, if there are seven or more cards in your graveyard, you may create Scion of the Deep, a legendary 8/8 blue Octopus creature token.</div></div><div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Malevolent Rumble 1G</div><div>Sorcery</div><div>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}."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Malevolent Rumble 1G</div><div>Sorcery</div><div>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}."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                   | <div><div><div>Malevolent Rumble 1G</div><div>Sorcery</div><div>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}."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                   | <div><div><div>Malevolent Rumble 1G</div><div>Sorcery</div><div>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}."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                   |

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| <div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>({T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               | <div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                               |
| <div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Psychic Frog</div><div>Creature -- Frog</div><div>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/>Discard a card: Put a +1/+1 counter on this creature.<br/>Exile three cards from your graveyard: This creature gains flying until end of turn.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Psychic Frog</b> <span>U</span> <span>B</span><br>Creature -- Frog<br>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br>Discard a card: Put a +1/+1 counter on this creature.<br>Exile three cards from your graveyard: This creature gains flying until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Psychic Frog</b> <span>U</span> <span>B</span><br>Creature -- Frog<br>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br>Discard a card: Put a +1/+1 counter on this creature.<br>Exile three cards from your graveyard: This creature gains flying until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Psychic Frog</b> <span>U</span> <span>B</span><br>Creature -- Frog<br>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br>Discard a card: Put a +1/+1 counter on this creature.<br>Exile three cards from your graveyard: This creature gains flying until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Sheoldred, the Apocalypse</b> <span>2</span> <span>B</span> <span>B</span><br>Legendary Creature -- Phyrexian Praetor<br>Deathtouch<br>Whenever you draw a card, you gain 2 life.<br>Whenever an opponent draws a card, they lose 2 life.<br><div>4/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                            | <b>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                            | <b>Takenuma, Abandoned Mire</b><br>Legendary Land<br>{T}: Add {B}.<br>Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                      | <b>Thoughtseize</b> <span>B</span><br>Sorcery<br>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                          |

**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
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10

When you cast this spell, target opponent exiles the top half of their library, rounded up. Ward--Sacrifice two permanents. Ulamog enters with a number of +1/+1 counters on it equal to the greatest mana value among cards in exile. Ulamog has annihilator X, where X is the number of +1/+1 counters on it.

7/7

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When you cast this spell, target opponent exiles the top half of their library, rounded up.

Ward--Sacrifice two permanents.

Ulamog enters with a number of +1/+1 counters on it equal to the greatest mana value among cards in exile.

Ulamog has annihilator X, where X is the number of +1/+1 counters on it.

7/7

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({{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.)

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({{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.)

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

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| <div> <div>Consign to Memory</div> <div>U</div> </div> <div> <div>Instant</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Damping Sphere</div> <div>2</div> </div> <div> <div>Artifact</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Damping Sphere</div> <div>2</div> </div> <div> <div>Artifact</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Fulminator Mage</div> <div>1B/RB/R</div> </div> <div> <div>Creature -- Elemental Shaman</div> <div>Sacrifice this creature: Destroy target nonbasic land.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                       |
| <div> <div>Fulminator Mage</div> <div>1B/RB/R</div> </div> <div> <div>Creature -- Elemental Shaman</div> <div>Sacrifice this creature: Destroy target nonbasic land.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                               | <div> <div>Haywire Mite</div> <div>1</div> </div> <div> <div>Artifact Creature -- Insect</div> <div>When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                 | <div> <div>Haywire Mite</div> <div>1</div> </div> <div> <div>Artifact Creature -- Insect</div> <div>When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                 | <div> <div>Soulless Jailer</div> <div>2</div> </div> <div> <div>Artifact Creature -- Phyrexian Golem</div> <div>Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile.</div> <div>[sideboard]</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div> <b>Soulless Jailer</b> <span>2</span> </div> <div>           Artifact Creature -- Phyrexian Golem         </div> <div>           Permanent cards in graveyards can't enter the battlefield.<br/>           Players can't cast noncreature spells from graveyards or exile.         </div> <div>           [sideboard]         </div> <div> <div>0/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Undercity Informer</b> <span>2</span><span>B</span> </div> <div>           Creature -- Human Rogue         </div> <div>           {1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.         </div> <div>           [sideboard]         </div> <div> <div>2/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Undercity Informer</b> <span>2</span><span>B</span> </div> <div>           Creature -- Human Rogue         </div> <div>           {1}, Sacrifice a creature: Target player reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard.         </div> <div>           [sideboard]         </div> <div> <div>2/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |  |
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Playtest cards - DiamondAtog - Modern (Modern 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