## Abstergo Entertainment

Legendary Land

{T}: Add {C}.
{1}, {T}: Add one mana of any color.
{3}, {T}, Exile Abstergo Entertainment: Return up to one target historic card from your graveyard to your hand, then exile all graveyards. (Artifacts, legendaries, and Sagas are historic.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ancient Stirrings (G)

Sorcery

Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ancient Stirrings (G)

Sorcery

Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.

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**Playtest cards - ??, Kezia - Broodscale Combo (ReCQ - Modern - SCG CON Washington DC - Sat** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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## Arcbound Ravager (2)

Artifact Creature -- Beast

Sacrifice an artifact: Put a +1/+1 counter on this creature.
Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)

**0/0**

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Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Arcbound Worker (1)

Artifact Creature -- Construct

Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blade of the Bloodchief (1)

Artifact -- Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.
Equip {1}

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.

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## Darksteel Citadel

Artifact Land

Indestructible
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact Land

Indestructible
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Grove of the Burnwillows

Land

{T}: Add {C}.
{T}: Add {R} or {G}. Each opponent gains 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Hangarback Walker {X}{X}

Artifact Creature -- Construct

This creature enters with X +1/+1 counters on it.
When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.
{1}, {T}: Put a +1/+1 counter on this creature.

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hardened Scales {G}

Enchantment

If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.

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## Haywire Mite {1}

Artifact Creature -- Insect

When this creature dies, you gain 2 life.
{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Inkmoth Nexus

Land

{T}: Add {C}.
{1}: This land becomes a 1/1 Phyrexian Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)

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## Mox Opal (0)

Legendary Artifact

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

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## Patchwork Automaton (2)

Artifact Creature -- Construct

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
Whenever you cast an artifact spell, put a +1/+1 counter on this creature.

**1/1**

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**1/1**

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## Soul-Guide Lantern (1)

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## The Ozolith (1)

Legendary Artifact

Whenever a creature you control leaves the battlefield, if it had counters on it, put those counters on The Ozolith.
At the beginning of combat on your turn, if The Ozolith has counters on it, you may move all counters from The Ozolith onto target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Urza's Saga

Enchantment Land -- Urza's Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- This Saga gains "{T}: Add {C}."
II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"
III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.

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## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Walking Ballista (X)(X)

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**

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Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Welding Jar (0)

Artifact

Sacrifice this artifact: Regenerate target artifact.

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Artifact

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## Zabaz, the Glimmerwasp (1)

Legendary Artifact Creature -- Insect

Modular 1
If a modular triggered ability would put one or more +1/+1 counters on a creature you control, that many plus one +1/+1 counters are put on it instead.
{R}: Destroy target artifact you control.
{W}: Zabaz gains flying until end of turn.

**0/0**

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{R}: Destroy target artifact you control.
{W}: Zabaz gains flying until end of turn.

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Basilisk Collar (1)

Artifact -- Equipment

Equipped creature has deathtouch and lifelink. (Any amount of damage it deals to a creature is enough to destroy it. Damage dealt by this creature also causes you to gain that much life.)
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dismember (1)(BP)(BP)

Instant

({B/P} can be paid with either {B} or 2 life.)
Target creature gets -5/-5 until end of turn.

[sideboard]

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Instant

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[sideboard]

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Artifact Creature -- Construct

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When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.
{1}, {T}: Put a +1/+1 counter on this creature.

[sideboard]

**0/0**

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{1}, {T}: Put a +1/+1 counter on this creature.

[sideboard]

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Heroic Intervention {1}{G}

Instant

Permanents you control gain hexproof and indestructible until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pithing Needle {1}

Artifact

As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Soulless Jailer {2}

Artifact Creature -- Phyrexian Golem

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

[sideboard]

**0/4**

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[sideboard]

**0/4**

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[sideboard]

**0/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tamiyo's Safekeeping {G}

Instant

Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

[sideboard]

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## Tamiyo's Safekeeping {G}

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## 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

## Whipflare {1}{R}

Sorcery

Whipflare deals 2 damage to each nonartifact creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Whipflare {1}{R}

Sorcery

Whipflare deals 2 damage to each nonartifact creature.

[sideboard]

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