Adventurer's Inn

Land -- Town

When this land enters, you gain 2 life.
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aetherflux Reservoir 4

Artifact

Whenever you cast a spell, you gain 1 life for each spell you've cast this turn.
Pay 50 life: This artifact deals 50 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Amonkhet Raceway

Land

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
{T}: Add {C}.
Max speed -- {T}: Target creature gains haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arid Archway

Land -- Desert

This land enters tapped.
When this land enters, return a land you control to its owner's hand. If another Desert was returned this way, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Automated Artificer 2

Artifact Creature -- Artificer

{T}: Add {C}. Spend this mana only to activate an ability or cast an artifact spell.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blast Zone

Land

This land enters with a charge counter on it.
{T}: Add {C}.
{X}{X}, {T}: Put X charge counters on this land.
{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boom Box 2

Artifact

{6}, {T}, Sacrifice this artifact: Destroy up to one target artifact, up to one target creature, and up to one target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Buried Ruin

Land

{T}: Add {C}.
{2}, {T}, Sacrifice this land: Return target artifact card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cascading Cataracts

Land

Indestructible
{T}: Add {C}.
{5}, {T}: Add five mana in any combination of colors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chimil, the Inner Sun 6

Legendary Artifact

Spells you control can't be countered.
At the beginning of your end step, discover 5. (Exile cards from the top of your library until you exile a nonland card with mana value 5 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chrome Dome 2

Artifact Creature -- Robot Ninja

Other artifact creatures you control get +1/+0.
{5}: Create a token that's a copy of another target artifact you control. That token gains haste. Sacrifice it at the beginning of the next end step.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cityscape Leveler 8

Artifact Creature -- Construct

Trample
When you cast this spell and whenever this creature attacks, destroy up to one target nonland permanent. Its controller creates a tapped Powerstone token.
Unearth {8}

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Coldsteel Heart 2

Snow Artifact

This artifact enters tapped.
As this artifact enters, choose a color.
{T}: Add one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Conduit Pylons

Land -- Desert

When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{T}: Add {C}.
{1}, {T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crystal Grotto

Land

When this land enters, scry 1.
{T}: Add {C}.
{1}, {T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darksteel Citadel

Artifact Land

Indestructible
{T}: Add {C}.

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Dauntless Scrapbot {3}

Artifact Creature -- Robot

When this creature enters, exile each opponent's graveyard. Create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Devourer of Destiny {5}{C}{C}

Creature -- Eldrazi

You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest.
When you cast this spell, exile target permanent that's one or more colors.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eden, Seat of the Sanctum

Land -- Town

{T}: Add {C}.
{5}, {T}: Mill two cards. Then you may sacrifice this land. When you do, return another target permanent card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eldrazi Temple

Land

{T}: Add {C}.
{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emrakul, the Aeons Torn {15}

Legendary Creature -- Eldrazi

This spell can't be countered.
When you cast this spell, take an extra turn after this one.
Flying, protection from spells that are one or more colors, annihilator 6
When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.

15/15

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expedition Map {1}

Artifact

{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Extinguisher Battleship {8}

Artifact -- Spacecraft

When this Spacecraft enters, destroy target noncreature permanent. Then this Spacecraft deals 4 damage to each creature.
Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 5+.)
5+ | Flying, trample

10/10

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Field of Ruin

Land

{T}: Add {C}.
{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Firemind Vessel 4

Artifact

This artifact enters tapped.
{T}: Add two mana of different colors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forsaken Monument 5

Legendary Artifact

Colorless creatures you control get +2/+2.
Whenever you tap a permanent for {C}, add an additional {C}.
Whenever you cast a colorless spell, you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foundry Inspector 3

Artifact Creature -- Construct

Artifact spells you cast cost {1} less to cast.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fountainport

Land

{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghost Vacuum 1

Artifact

{T}: Exile target card from a graveyard.
{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gingerbrute 1

Artifact Creature -- Food Golem

Haste (This creature can attack and {T} as soon as it comes under your control.)
{1}: This creature can't be blocked this turn except by creatures with haste.
{2}, {T}, Sacrifice this creature: You gain 3 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glaring Fleshraker 2C

Creature -- Eldrazi Drone

Whenever you cast a colorless spell, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."
Whenever another colorless creature you control enters, this creature deals 1 damage to each opponent.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guardian Idol 2

Artifact

This artifact enters tapped.
{T}: Add {C}.
{2}: This artifact becomes a 2/2 Golem artifact creature until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Hedron Archive 4

Artifact

{T}: Add {C}{C}.
{2}, {T}, Sacrifice this artifact: Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hidden Grotto

Land

When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{T}: Add {C}.
{1}, {T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Idol of False Gods 2

Kindred Artifact -- Eldrazi

{1}{C}, {T}: Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."
Whenever another Eldrazi you control dies, put a +1/+1 counter on this artifact.
As long as this artifact has eight or more +1/+1 counters on it, it's a 0/0 creature in addition to its other types and it has annihilator 2.

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Interplanar Beacon

Land

Whenever you cast a planeswalker spell, you gain 1 life.
{T}: Add {C}.
{1}, {T}: Add two mana of different colors. Spend this mana only to cast planeswalker spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inventors' Fair

Legendary Land

At the beginning of your upkeep, if you control three or more artifacts, you gain 1 life.
{T}: Add {C}.
{4}, {T}, Sacrifice Inventors' Fair: Search your library for an artifact card, reveal it, put it into your hand, then shuffle. Activate only if you control three or more artifacts.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iron Spider, Stark Upgrade 3

Legendary Artifact Creature -- Spider Hero

Vigilance
{T}: Put a +1/+1 counter on each artifact creature and/or Vehicle you control.
{2}, Remove two +1/+1 counters from among artifacts you control: Draw a card.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karn's Bastion

Land

{T}: Add {C}.
{4}, {T}: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

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Karn, the Great Creator (4)

Legendary Planeswalker -- Karn

Activated abilities of artifacts your opponents control can't be activated.
[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.
[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krang, Utrom Warlord (9)

Legendary Artifact Creature -- Utrom Robot

Flying, trample, indestructible, haste
Other artifact creatures you control have flying, trample, indestructible, and haste.

9/9

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Geode (3)

Artifact

When this artifact enters, scry 1.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Manifold Key (1)

Artifact

{1}, {T}: Untap another target artifact.
{3}, {T}: Target creature can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Metalwork Colossus (11)

Artifact Creature -- Construct

This spell costs {X} less to cast, where X is the total mana value of noncreature artifacts you control.
Sacrifice two artifacts: Return this card from your graveyard to your hand.

10/10

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meteor Golem (7)

Artifact Creature -- Golem

When this creature enters, destroy target nonland permanent an opponent controls.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meteor Sword (7)

Artifact -- Equipment

When this Equipment enters, destroy target permanent.
Equipped creature gets +3/+3.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind Stone (2)

Artifact

{T}: Add {C}.
{1}, {T}, Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mishra's Bauble 0

Artifact

{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moonsilver Key 2

Artifact

{1}, {T}, Sacrifice this artifact: Search your library for an artifact card with a mana ability or a basic land card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutavault

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystic Forge 4

Artifact

You may look at the top card of your library any time.
You may cast artifact spells and colorless spells from the top of your library.
{T}, Pay 1 life: Exile the top card of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystifying Maze

Land

{T}: Add {C}.
{4}, {T}: Exile target attacking creature an opponent controls. At the beginning of the next end step, return it to the battlefield tapped under its owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ornithopter of Paradise 2

Artifact Creature -- Thopter

Flying
{T}: Add one mana of any color.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Palladium Myr 3

Artifact Creature -- Myr

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Portal to Phyrexia 9

Artifact

When this artifact enters, each opponent sacrifices three creatures of their choice.
At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. It's a Phyrexian in addition to its other types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Pristine Talisman 3

Artifact

{T}: Add {C}. You gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PuPu UFO 2

Artifact Creature -- Construct Alien

Flying
{T}: You may put a land card from your hand onto the battlefield.
{3}: Until end of turn, this creature's base power becomes equal to the number of Towns you control.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Radiant Fountain

Land

When this land enters, you gain 2 life.
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reliquary Tower

Land

You have no maximum hand size.
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Replicating Ring 3

Snow Artifact

{T}: Add one mana of any color.
At the beginning of your upkeep, put a night counter on this artifact. Then if it has eight or more night counters on it, remove all of them and create eight colorless snow artifact tokens named Replicated Ring with "{T}: Add one mana of any color."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ring of the Lucii 4

Legendary Artifact

{T}: Add {C}{C}.
{2}, {T}, Pay 1 life: Tap target nonland permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rogue's Passage

Land

{T}: Add {C}.
{4}, {T}: Target creature can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rumble Arena

Land

Vigilance
When this land enters, scry 1. (Look at the top card of your library. You may put it on the bottom.)
{T}: Add {C}.
{1}, {T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Runecarved Obelisk (4)

Artifact

{T}: Add {C}{C}. Put two charge counters on Runecarved Obelisk.
{T}, Sacrifice Runecarved Obelisk: Seek a card with the highest mana value among cards in your library with mana value X or less, where X is the number of charge counters on Runecarved Obelisk.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scrap Compactor (1)

Artifact

{3}, {T}, Sacrifice this artifact: It deals 3 damage to target creature.
{6}, {T}, Sacrifice this artifact: Destroy target creature or Vehicle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadowspear (1)

Legendary Artifact -- Equipment

Equipped creature gets +1/+1 and has trample and lifelink.
{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silver Bolt (1)

Artifact

{3}, {T}, Sacrifice this artifact: It deals 3 damage to target creature. If a Werewolf is dealt damage this way, destroy it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solar Transformer (2)

Artifact

This artifact enters tapped.
When this artifact enters, you get {E}{E}{E} (three energy counters).
{T}: Add {C}.
{T}, Pay {E}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solemn Simulacrum (4)

Artifact Creature -- Golem

When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.
When this creature dies, you may draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steel Overseer (2)

Artifact Creature -- Construct

{T}: Put a +1/+1 counter on each artifact creature you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stonecoil Serpent (X)

Artifact Creature -- Snake

Reach, trample, protection from multicolored
This creature enters with X +1/+1 counters on it.

0/0

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Summon: Bahamut 9

Enchantment Creature -- Saga Dragon

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II -- Destroy up to one target nonland permanent.
III -- Draw two cards.
IV -- Mega Flare -- This creature deals damage equal to the total mana value of other permanents you control to each opponent.
Flying

9/9

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunscorched Desert

Land -- Desert

When this land enters, it deals 1 damage to target player or planeswalker.
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terrain Generator

Land

{T}: Add {C}.
{2}, {T}: You may put a basic land card from your hand onto the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tezzeret, Cruel Captain 3

Legendary Planeswalker -- Tezzeret

Whenever an artifact you control enters, put a loyalty counter on Tezzeret.
[0]: Untap target artifact or creature. If it's an artifact creature, put a +1/+1 counter on it.
[-3]: Search your library for an artifact card with mana value 1 or less, reveal it, put it into your hand, then shuffle.
[-7]: You get an emblem with "At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it's not a creature, it becomes a 0/0 Robot artifact creature."

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Eternity Elevator 5

Legendary Artifact -- Spacecraft

{T}: Add {C}{C}{C}.
Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery.)
20+ | {T}: Add X mana of any one color, where X is the number of charge counters on The Eternity Elevator.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Gold Saucer

Land -- Town

{T}: Add {C}.
{2}, {T}: Flip a coin. If you win the flip, create a Treasure token.
{3}, {T}, Sacrifice two artifacts: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Irencrag 2

Legendary Artifact

{T}: Add {C}.
Whenever a legendary creature you control enters, you may have The Irencrag become a legendary Equipment artifact named Everflame, Heroes' Legacy. If you do, it gains equip {3} and "Equipped creature gets +3/+3" and loses all other abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The One Ring 4

Legendary Artifact

Indestructible
When The One Ring enters, if you cast it, you gain protection from everything until your next turn.
At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.
{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ofcurs - Brawl (Chill Brawl III) sheet 10/13 - 8 cards - 2.5 x 3.5 in each

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Thespian's Stage

Land

{T}: Add {C}.
{2}, {T}: This land becomes a copy of target land, except it has this ability.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tocasia's Dig Site

Land

{T}: Add {C}.
{3}, {T}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tomb of the Spirit Dragon

Land

{T}: Add {C}.
{2}, {T}: You gain 1 life for each colorless creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ugin, Eye of the Storms (7)

Legendary Planeswalker -- Ugin

When you cast this spell, exile up to one target permanent that's one or more colors.
Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.
[+2]: You gain 3 life and draw a card.
[0]: Add {C}{C}{C}.
[-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ugin, the Ineffable (6)

Legendary Planeswalker -- Ugin

Colorless spells you cast cost {2} less to cast.
[+1]: Exile the top card of your library face down and look at it. Create a 2/2 colorless Spirit creature token. When that token leaves the battlefield, put the exiled card into your hand.
[-3]: Destroy target permanent that's one or more colors.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ulamog, the Infinite Gyre (11)

Legendary Creature -- Eldrazi

When you cast this spell, destroy target permanent.
Indestructible
Annihilator 4 (Whenever this creature attacks, defending player sacrifices four permanents of their choice.)
When Ulamog is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.

10/10

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unstable Obelisk (3)

Artifact

{T}: Add {C}.
{7}, {T}, Sacrifice this artifact: Destroy target permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voltaic Servant (2)

Artifact Creature -- Construct

At the beginning of your end step, untap target artifact.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Wastes

Basic Land

{T}: Add {C}.

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Weather Maker (3)

Artifact

Landfall -- Whenever a land you control enters, put a charge counter on this artifact.
{T}: Add one mana of any color.
{T}, Remove two charge counters from this artifact: Add {C}{C}.
{T}, Remove three charge counters from this artifact: It deals 3 damage to any target.

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Workshop Assistant 3

Artifact Creature -- Construct

When this creature dies, return another target artifact card from your graveyard to your hand.

1/2

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Worn Powerstone 3

Artifact

This artifact enters tapped.
{T}: Add {C}{C}.

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Wurmcoil Engine 6

Artifact Creature -- Phyrexian Wurm

Deathtouch, lifelink
When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink.

6/6

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Zhalfirin Void

Land

When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {C}.

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