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

Astral Cornucopia (X)(X)(X)

Artifact

This artifact enters with X charge counters on it.
{T}: Choose a color. Add one mana of that color for each charge counter on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basalt Monolith (3)

Artifact

This artifact doesn't untap during your untap step.
{T}: Add {C}{C}{C}.
{3}: Untap this artifact.

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

Bone Saw (0)

Artifact -- Equipment

Equipped creature gets +1/+0.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Briber's Purse (X)

Artifact

This artifact enters with X gem counters on it.
{1}, {T}, Remove a gem counter from this artifact: Target creature can't attack or block this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Campfire (1)

Artifact

{1}, {T}: You gain 2 life.
{2}, {T}, Exile this artifact: Put all commanders you own from the command zone and from your graveyard into your hand. Then shuffle your graveyard into your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Candy Trail (1)

Artifact -- Food Clue

When this artifact enters, scry 2.
{2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Castle Doom

Land

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast an artifact spell.
{3}, {T}, Sacrifice an artifact: Create a 3/3 colorless Robot Villain artifact creature token named Doombot. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chalice of the Void (X)(X)

Artifact

This artifact enters with X charge counters on it.
Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chimeric Mass (X)

Artifact

This artifact enters with X charge counters on it.
{1}: Until end of turn, this artifact becomes a Construct artifact creature with "This creature's power and toughness are each equal to the number of charge counters on it."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chromatic Sphere (1)

Artifact

{1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chromatic Star (1)

Artifact

{1}, {T}, Sacrifice this artifact: Add one mana of any color.
When this artifact is put into a graveyard from the battlefield, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City of Traitors

Land

When you play another land, sacrifice this land.
{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Claws of Gix (0)

Artifact

{1}, Sacrifice a permanent: You gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cloudpost

Land -- Locus

This land enters tapped.
{T}: Add {C} for each Locus on the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Clown Car (X)

Artifact -- Vehicle

When this Vehicle enters, roll X six-sided dice. For each odd result, create a 1/1 white Clown Robot artifact creature token. For each even result, put a +1/+1 counter on this Vehicle.
Crew 2

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Command Beacon

Land

{T}: Add {C}.
{T}, Sacrifice this land: Put your commander into your hand from the command zone.

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

Conjurer's Bauble (1)

Artifact

{T}, Sacrifice this artifact: Put up to one target card from your graveyard on the bottom of your library. Draw a card.

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

Crystal Vein

Land

{T}: Add {C}.
{T}, Sacrifice this land: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Currency Converter (1)

Artifact

Whenever you discard a card, you may exile that card from your graveyard.
{2}, {T}: Draw a card, then discard a card.
{T}: Put a card exiled with this artifact into its owner's graveyard. If it's a land card, create a Treasure token. If it's a nonland card, create a 2/2 black Rogue creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Sphere (0)

Artifact

{T}, Sacrifice this artifact: The next time a source of your choice would deal damage to you this turn, prevent half that damage, rounded down.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Darksteel Citadel

Artifact Land

Indestructible
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Defense Grid (2)

Artifact

Each spell costs {3} more to cast except during its controller's turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deserted Temple

Land

{T}: Add {C}.
{1}, {T}: Untap target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dust Bowl

Land

{T}: Add {C}.
{3}, {T}, Sacrifice a land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Echoing Deeps

Land -- Cave

You may have this land enter tapped as a copy of any land card in a graveyard, except it's a Cave in addition to its other types.
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Engineered Explosives (X)

Artifact

Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)
{2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Everflowing Chalice (0)

Artifact

Multikicker {2} (You may pay an additional {2} any number of times as you cast this spell.)
This artifact enters with a charge counter on it for each time it was kicked.
{T}: Add {C} for each charge counter on this artifact.

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.

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Fellwar Stone (2)

Artifact

{T}: Add one mana of any color that a land an opponent controls could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fomori Vault

Land

{T}: Add {C}.
{3}, {T}, Discard a card: Look at the top X cards of your library, where X is the number of artifacts you control. Put one of those cards into your hand and the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fountain of Youth (0)

Artifact

{2}, {T}: You gain 1 life.

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

Fractured Powerstone (2)

Artifact

{T}: Add {C}.
{T}: Roll the planar die. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gallifrey Council Chamber

Legendary Land

When Gallifrey Council Chamber enters, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a Time Lord or Alien spell or activate an ability of a Time Lord or Alien.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gemstone Caverns

Legendary Land

If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.
{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

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

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Glimmerpost

Land -- Locus

When this land enters, you gain 1 life for each Locus on the battlefield.
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gustha's Scepter 0

Artifact

{T}: Exile a card from your hand face down. You may look at it for as long as it remains exiled.
{T}: Return a card you own exiled with this artifact to your hand.
When you lose control of this artifact, put all cards exiled with this artifact into their owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Herbal Poultice 0

Artifact

{3}, Sacrifice this artifact: Regenerate target creature.

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

Jeweled Amulet 0

Artifact

{1}, {T}: Put a charge counter on this artifact. Note the type of mana spent to pay this activation cost. Activate only if there are no charge counters on this artifact.
{T}, Remove a charge counter from this artifact: Add one mana of this artifact's last noted type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kozilek's Command XCC

Kindred Instant -- Eldrazi

Choose two --
* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."
* Target player scries X, then draws a card.
* Exile target creature with mana value X or less.
* Exile up to X target cards from graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krark-Clan Ironworks 4

Artifact

Sacrifice an artifact: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liquimetal Torque 2

Artifact

{T}: Add {C}.
{T}: Target nonland permanent becomes an artifact in addition to its other types until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lodestone Bauble (0)

Artifact

{1}, {T}, Sacrifice this artifact: Put up to four target basic land cards from a player's graveyard on top of their library in any order. That player draws a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Maze of Ith

Land

{T}: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.

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

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

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

Orochi Hatchery (X)(X)

Artifact

This artifact enters with X charge counters on it.
{5}, {T}: Create a 1/1 green Snake creature token for each charge counter on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Paradise Mantle (0)

Artifact -- Equipment

Equipped creature has "{T}: Add one mana of any color."
Equip {1}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Peter Parker's Camera (1)

Artifact

This artifact enters with three film counters on it.
{2}, {T}, Remove a film counter from this artifact: Copy target activated or triggered ability you control. You may choose new targets for the copy.

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Petrified Hamlet

Land

When this land enters, choose a land card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.
Lands with the chosen name have "{T}: Add {C}."
{T}: Add {C}.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Planar Atlas (2)

Artifact

This artifact enters tapped.
When this artifact enters, you may look at the top four cards of your library. If you do, reveal up to one land card from among them, then put that card on top of your library and the rest on the bottom in a random order.
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Planar Nexus

Land

This land is every nonbasic land type. (Nonbasic land types include Cave, Desert, Gate, Lair, Locus, Mine, Power-Plant, Sphere, Tower, and Urza's.)
{T}: Add {C}.
{1}, {T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismatic Lens (2)

Artifact

{T}: Add {C}.
{1}, {T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Progenitus (1)

Artifact

{T}: Target player exiles a card from their graveyard.
{1}, Exile this artifact: Exile all graveyards. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Retrofitter Foundry (1)

Artifact

{3}: Untap this artifact.
{2}, {T}: Create a 1/1 colorless Servo artifact creature token.
{1}, {T}, Sacrifice a Servo: Create a 1/1 colorless Thopter artifact creature token with flying.
{T}, Sacrifice a Thopter: Create a 4/4 colorless Construct artifact creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rishadan Port

Land

{T}: Add {C}.
{1}, {T}: Tap target land.

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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

Scale of Chiss-Goria {3}

Artifact

Flash
Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
{T}: Target creature gets +0/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scorched Ruins

Land

If this land would enter, sacrifice two untapped lands instead. If you do, put this land onto the battlefield. If you don't, put it into its owner's graveyard.
{T}: Add {C}{C}{C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sigil of Distinction {X}

Artifact -- Equipment

This Equipment enters with X charge counters on it.
Equipped creature gets +1/+1 for each charge counter on this Equipment.
Equip--Remove a charge counter from this Equipment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skateboard {1}

Artifact -- Equipment

When this Equipment enters, tap target permanent.
Equipped creature gets +1/+0 and has haste.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Spatial Contortion {1}{C}

Instant

({C} represents colorless mana.)
Target creature gets +3/-3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springleaf Drum {1}

Artifact

{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Stone of Erech (1)

Legendary Artifact

If a creature an opponent controls would die, exile it instead.
{2}, {T}, Sacrifice Stone of Erech: Exile target player's graveyard. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Talon Gates of Madara

Land -- Gate

When this land enters, up to one target creature phases out.
{T}: Add {C}.
{1}, {T}: Add one mana of any color.
{4}: Put this card from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tangle Wire (3)

Artifact

Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)
At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact.

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 Fantasticar (3)

Legendary Artifact -- Vehicle

Flying
Whenever you cast a noncreature spell, you may have The Fantasticar become an artifact creature until end of turn.
Whenever you cast your fourth noncreature spell each turn, you may sacrifice The Fantasticar. If you do, create four 4/4 colorless Construct artifact creature tokens with flying and haste.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Grey Havens

Legendary Land

When The Grey Havens enters, scry 1.
{T}: Add {C}.
{T}: Add one mana of any color among legendary creature cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Mycosynth Gardens

Land -- Sphere

{T}: Add {C}.
{1}, {T}: Add one mana of any color.
{X}, {T}: This land becomes a copy of target nontoken artifact you control with mana value X.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Thought Vessel (2)

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tooth of Chiss-Goria (3)

Artifact

Flash
Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
{T}: Target creature gets +1/+0 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt (0)

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trenchpost

Land -- Locus

{T}: Add {C}.
{3}, {T}: Target player mills a card for each Locus 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

Untaidake, the Cloud Keeper

Legendary Land

Untaidake enters tapped.
{T}, Pay 2 life: Add {C}{C}. Spend this mana only to cast legendary spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Bauble (0)

Artifact

{T}, Sacrifice this artifact: Look at a card at random in target player's hand. You draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Cave

Land -- Urza's Cave

{T}: Add {C}.
{3}, {T}, Sacrifice this land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Urza's Mine

Land -- Urza's Mine

{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Power Plant

Land -- Urza's Power-Plant

{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Tower

Land -- Urza's Tower

{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Workshop

Land -- Urza's

{T}: Add {C}.
Metalcraft -- {T}: Add {C} for each Urza's land you control. Activate only if you control three or more artifacts.

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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.

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Warping Wail (1)(C)

Instant

({C} represents colorless mana.)
Choose one --
* Exile target creature with power or toughness 1 or less.
* Counter target sorcery spell.
* Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}."

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War Room

Land

{T}: Add {C}.
{3}, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

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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.

Welding Jar 0

Artifact

Sacrifice this artifact: Regenerate target artifact.

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World Map 1

Artifact

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

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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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Zuran Orb 0

Artifact

Sacrifice a land: You gain 2 life.

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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.