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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Den

Artifact Land

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arena of Glory

Land

This land enters tapped unless you control a Mountain.
{T}: Add {R}.
{R}, {T}, Exert this land: Add {R}{R}. If any of that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arid Mesa

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ashiok, Dream Render {1}{U/B}{U/B}

Legendary Planeswalker -- Ashiok

Spells and abilities your opponents control can't cause their controller to search their library.
[-1]: Target player mills four cards. Then exile each opponent's graveyard.

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brainstorm {U}

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

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

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Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cryogen Relic {1}{U}

Artifact

When this artifact enters or leaves the battlefield, draw a card.
{1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dizzy Spell {U}

Instant

Target creature gets -3/-0 until end of turn.
Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Does Machines {1}{U}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
When this Class enters, mill two cards, draw two cards, then discard two cards.
{1}{U}: Level 2
When this Class becomes level 2, return up to two target artifact cards from your graveyard to your hand.
{4}{U}: Level 3
At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it isn't a creature, it becomes a 0/0 Robot creature in addition to its other types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dusk Rose Reliquary {W}

Artifact

As an additional cost to cast this spell, sacrifice an artifact or creature.
Ward {2}
When this artifact enters, exile target artifact or creature an opponent controls until this artifact leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elegant Parlor

Land -- Mountain Plains

({T}: Add {R} 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emry, Lurker of the Loch {2}{U}

Legendary Creature -- Merfolk Wizard

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
When Emry enters, mill four cards.
{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enlightened Tutor {W}

Instant

Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Fable of the Mirror-Breaker (2)(R)

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."
II -- You may discard up to two cards. If you do, draw that many cards.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

Reflection of Kiki-Jiki

Enchantment Creature -- Goblin Shaman

{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flooded Strand

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Negation (1)(U)(U)

Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Will (3)(U)(U)

Instant

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Galvanic Discharge (R)

Instant

Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gifts Ungiven (3)(U)

Instant

Search your library for up to four cards with different names and reveal them. Target opponent chooses two of those cards. Put the chosen cards into your graveyard and the rest into your hand. Then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Engineer (1)(R)

Creature -- Goblin Artificer

When this creature enters, you may search your library for an artifact card, put it into your graveyard, then shuffle.
{R}, {T}, Sacrifice an artifact: Return target artifact card with mana value 3 or less from your graveyard to the battlefield.

1/2

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Goblin Welder (R)

Creature -- Goblin Artificer

{T}: Choose target artifact a player controls and target artifact card in that player's graveyard. If both targets are still legal as this ability resolves, that player simultaneously sacrifices the artifact and returns the artifact card to the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Furnace

Artifact Land

{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grinding Station (2)

Artifact

{T}, Sacrifice an artifact: Target player mills three cards.
Whenever an artifact enters, you may untap this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Imperial Recruiter (2)(R)

Creature -- Human Advisor

When this creature enters, search your library for a creature card with power 2 or less, reveal it, put it into your hand, then shuffle.

1/1

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

Invert Polarity (U)(U)(R)

Instant

Choose target spell, then flip a coin. If you win the flip, gain control of that spell and you may choose new targets for it. If you lose the flip, counter that spell.

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jolted Awake {W}

Sorcery

Choose up to one target artifact or creature card in your graveyard. You get {E}{E} (two energy counters). Then you may pay an amount of {E} equal to that card's mana value. If you do, return it from your graveyard to the battlefield.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kappa Cannoneer {5}{U}

Artifact Creature -- Turtle Warrior

Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)
Ward {4}
Whenever this creature or another artifact you control enters, put a +1/+1 counter on this creature. It can't be blocked this turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karakas

Legendary Land

{T}: Add {W}.
{T}: Return target legendary creature to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legion Extruder {1}{R}

Artifact

When this artifact enters, it deals 2 damage to any target.
{2}, {T}, Sacrifice another artifact: Create a 3/3 colorless Golem artifact creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lórien Revealed {3}{U}{U}

Sorcery

Draw three cards.
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lose Focus {1}{U}

Instant

Replicate {U} (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 spell unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal {0}

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

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Lurrus of the Dream-Den {1}{W/B}{W/B}

Legendary Creature -- Cat Nightmare

Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)
Lifelink
Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marsh Flats

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Melded Moxite {1}{R}

Artifact

When this artifact enters, you may discard a card. If you do, draw two cards.
{3}, Sacrifice this artifact: Create a tapped 2/2 colorless Robot artifact creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mental Misstep {UP}

Instant

({U/P} can be paid with either {U} or 2 life.)
Counter target spell with mana value 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meticulous Archive

Land -- Plains Island

({T}: Add {W} or {U}.)
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Minamo, School at Water's Edge

Legendary Land

{T}: Add {U}.
{U}, {T}: Untap target legendary permanent.

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

Misty Rainforest

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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Mockingbird (X)(U)

Creature -- Bird Bard

Flying
You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mother of Runes (W)

Creature -- Human Cleric

{T}: Target creature you control gains protection from the color of your choice until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Diamond (0)

Artifact

If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Opal (0)

Legendary Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Pearl (0)

Artifact

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Sapphire (0)

Artifact

{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Otawara, Soaring City

Legendary Land

{T}: Add {U}.
Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Path to Exile {W}

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phelia, Exuberant Shepherd {1}{W}

Legendary Creature -- Dog

Flash
Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phlage, Titan of Fire's Fury {1}{R}{W}

Legendary Creature -- Elder Giant

When Phlage enters, sacrifice it unless it escaped.
Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.
Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plateau

Land -- Mountain Plains

({T}: Add {R} or {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ponder {U}

Sorcery

Look at the top three cards of your library, then put them back in any order. You may shuffle.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Portable Hole {W}

Artifact

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

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Pre-War Formalwear {2}{W}

Artifact -- Equipment

When this Equipment enters, return target creature card with mana value 3 or less from your graveyard to the battlefield and attach this Equipment to it.
Equipped creature gets +2/+2 and has vigilance.
Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismatic Ending {X}{W}

Sorcery

Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismatic Vista

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quantum Riddler {3}{U}{U}

Creature -- Sphinx

Flying
When this creature enters, draw a card.
As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.
Warp {1}{U}

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Recommission {1}{W}

Sorcery

Return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. If a creature enters this way, it enters with an additional +1/+1 counter on it.

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

Scalding Tarn

Land

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

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Seat of the Synod

Artifact Land

{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sevinne's Reclamation 2 W

Sorcery

Return target permanent card with mana value 3 or less from your graveyard to the battlefield. If this spell was cast from a graveyard, you may copy this spell and may choose a new target for the copy.
Flashback {4}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sewer-veillance Cam U

Artifact

Flash
When this artifact enters or leaves the battlefield, you may tap or untap target creature.
{3}{U}, Sacrifice this artifact: Draw two cards.

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

Solitude 3 W W

Creature -- Elemental Incarnation

Flash
Lifelink
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.
Evoke--Exile a white card from your hand.

3/2

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

Spell Pierce U

Instant

Counter target noncreature spell unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starfield Shepherd 3 W W

Creature -- Angel

Flying
When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.
Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/2

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Steam Vents

Land -- Island Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stock Up 2U

Sorcery

Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares W

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Teferi, Time Raveler 1WU

Legendary Planeswalker -- Teferi

Each opponent can cast spells only any time they could cast a sorcery.
[+1]: Until your next turn, you may cast sorcery spells as though they had flash.
[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.

L 4

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 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

Thundering Falls

Land -- Island Mountain

({T}: Add {U} or {R}.)
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tolarian Academy

Legendary Land

{T}: Add {U} for each artifact you control.

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Trinket Mage {2}{U}

Creature -- Human Wizard

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tropical Island

Land -- Forest Island

({T}: Add {G} or {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tundra

Land -- Plains Island

({T}: Add {W} or {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza, Lord High Artificer {2}{U}{U}

Legendary Creature -- Human Artificer

When Urza enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control."
Tap an untapped artifact you control: Add {U}.
{5}: Shuffle your library, then exile the top card. Until end of turn, you may play that card without paying its mana cost.

1/4

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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.

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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.

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Volcanic Island

Land -- Island Mountain

({T}: Add {U} or {R}.)

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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.

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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Wan Shi Tong, Librarian {X}{U}{U}

Legendary Creature -- Bird Spirit

Flash
Flying, vigilance
When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down.
Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card.

1/1

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Windswept Heath

Land

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

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Wooded Foothills

Land

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

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