

Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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	Disruptor Flute ② Artifact Flash As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. 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	Disruptor Flute ② Artifact Flash As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. 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	Disruptor Flute ② Artifact Flash As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. 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
Giant's Boulder ① Artifact When this artifact enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) {1}, {T}: Add one mana of any color. {7}, {T}, Sacrifice this artifact: Destroy target permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Giant's Boulder ① Artifact When this artifact enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) {1}, {T}: Add one mana of any color. {7}, {T}, Sacrifice this artifact: Destroy target permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grim Monolith ② Artifact This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grim Monolith ② Artifact This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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④

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

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CCC

Choose two --

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* Target player creates X 0/1
* colorless Eldrazi Spawn creature
* tokens with "Sacrifice this token:
* Add {C}."
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* Target player sries X, then draws
a card.
```

* Exile target creature with mana value X or less.

* Exile up to X target cards from graveyards.

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C
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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 PLAYbotbox.dev	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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
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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 PLAYbotbox.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 PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev
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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Cityscape Leveler8 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} [sideboard] 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ensnaring Bridge3 Artifact Creatures with power greater than the number of cards in your hand can't attack. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Extinguisher Battleship8 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 [sideboard] 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void2BB Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Leyline of the Void ②②② Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void ②②② Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline of the Void ②②② Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liquimetal Coating ② Artifact {T}: Target permanent becomes an artifact in addition to its other types until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mycosynth Lattice ⑥ Artifact All permanents are artifacts in addition to their other types. All cards that aren't on the battlefield, spells, and permanents are colorless. Players may spend mana as though it were mana of any color. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 [sideboard] 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 [sideboard] 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 [sideboard] 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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