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| <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     |
| <div><div>Chalice of the Void (X)(X)</div><div>Artifact</div><div>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chalice of the Void (X)(X)</div><div>Artifact</div><div>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chalice of the Void (X)(X)</div><div>Artifact</div><div>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chalice of the Void (X)(X)</div><div>Artifact</div><div>This artifact enters with X charge counters on it.<br/>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Cityscape Leveler</b> <span>⑧</span> </div> <div> Artifact Creature -- Construct </div> <div> Trample<br/> When you cast this spell and whenever this creature attacks, destroy up to one target nonland permanent. Its controller creates a tapped Powerstone token.<br/> Unearth {8} </div> <div> <div>8/8</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                     | <div> <b>Disruptor Flute</b> <span>②</span> </div> <div> Artifact </div> <div> Flash<br/> As this artifact enters, choose a card name.<br/> Spells with the chosen name cost {3} more to cast.<br/> Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                              | <div> <b>Disruptor Flute</b> <span>②</span> </div> <div> Artifact </div> <div> Flash<br/> As this artifact enters, choose a card name.<br/> Spells with the chosen name cost {3} more to cast.<br/> Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <b>Disruptor Flute</b> <span>②</span> </div> <div> Artifact </div> <div> Flash<br/> As this artifact enters, choose a card name.<br/> Spells with the chosen name cost {3} more to cast.<br/> Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |
| <div> <b>Giant's Boulder</b> <span>①</span> </div> <div> Artifact </div> <div> 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.)<br/> {1}, {T}: Add one mana of any color.<br/> {7}, {T}, Sacrifice this artifact: Destroy target permanent. </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <b>Giant's Boulder</b> <span>①</span> </div> <div> Artifact </div> <div> 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.)<br/> {1}, {T}: Add one mana of any color.<br/> {7}, {T}, Sacrifice this artifact: Destroy target permanent. </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <b>Grim Monolith</b> <span>②</span> </div> <div> Artifact </div> <div> This artifact doesn't untap during your untap step.<br/> {T}: Add {C}{C}{C}.<br/> {4}: Untap this artifact. </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                  | <div> <b>Grim Monolith</b> <span>②</span> </div> <div> Artifact </div> <div> This artifact doesn't untap during your untap step.<br/> {T}: Add {C}{C}{C}.<br/> {4}: Untap this artifact. </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                  |

②

This artifact doesn't untap during your untap step.

{4}: Untap this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

This artifact doesn't untap during your untap step.

```
{4}: Untap this artifact.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

Activated abilities of artifacts your opponents control can't be activated.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CCC

Choose two --

```
* Target player creates X 0/1
colorless Eldrazi Spawn
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

ⓧ Ⓢ Ⓢ

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



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| <div><div><b>Petrified Hamlet</b></div><div>Land</div><div>When this land enters, choose a land card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.<br/>Lands with the chosen name have "{T}: Add {C}."<br/>{T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Petrified Hamlet</b></div><div>Land</div><div>When this land enters, choose a land card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.<br/>Lands with the chosen name have "{T}: Add {C}."<br/>{T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Planar Nexus</b></div><div>Land</div><div>This land is every nonbasic land type. (Nonbasic land types include Cave, Desert, Gate, Lair, Locus, Mine, Power-Plant, Sphere, Tower, and Urza's.)<br/>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                | <div><div><b>Planar Nexus</b></div><div>Land</div><div>This land is every nonbasic land type. (Nonbasic land types include Cave, Desert, Gate, Lair, Locus, Mine, Power-Plant, Sphere, Tower, and Urza's.)<br/>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                |
| <div><div><b>Planar Nexus</b></div><div>Land</div><div>This land is every nonbasic land type. (Nonbasic land types include Cave, Desert, Gate, Lair, Locus, Mine, Power-Plant, Sphere, Tower, and Urza's.)<br/>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      | <div><div><b>Planar Nexus</b></div><div>Land</div><div>This land is every nonbasic land type. (Nonbasic land types include Cave, Desert, Gate, Lair, Locus, Mine, Power-Plant, Sphere, Tower, and Urza's.)<br/>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      | <div><div><b>The One Ring</b> ④</div><div>Legendary Artifact</div><div>Indestructible<br/>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>The One Ring</b> ④</div><div>Legendary Artifact</div><div>Indestructible<br/>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>The One Ring</b> ④</p> <p>Legendary Artifact</p> <p>Indestructible<br/>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>The One Ring</b> ④</p> <p>Legendary Artifact</p> <p>Indestructible<br/>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Trinisphere</b> ③</p> <p>Artifact</p> <p>As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                               | <p><b>Trinisphere</b> ③</p> <p>Artifact</p> <p>As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                               |
| <p><b>Trinisphere</b> ③</p> <p>Artifact</p> <p>As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                            | <p><b>Trinisphere</b> ③</p> <p>Artifact</p> <p>As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                            | <p><b>Ugin, Eye of the Storms</b> ⑦</p> <p>Legendary Planeswalker -- Ugin</p> <p>When you cast this spell, exile up to one target permanent that's one or more colors.<br/>Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.<br/>[+2]: You gain 3 life and draw a card.<br/>[0]: Add {C}{C}{C}.<br/>[-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.</p> <p>L 7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Ugin, Eye of the Storms</b> ⑦</p> <p>Legendary Planeswalker -- Ugin</p> <p>When you cast this spell, exile up to one target permanent that's one or more colors.<br/>Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.<br/>[+2]: You gain 3 life and draw a card.<br/>[0]: Add {C}{C}{C}.<br/>[-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.</p> <p>L 7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <p><b>Ugin, Eye of the Storms</b> ⑦</p> <p>Legendary Planeswalker -- Ugin</p> <p>When you cast this spell, exile up to one target permanent that's one or more colors.</p> <p>Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.</p> <p>[+2]: You gain 3 life and draw a card.</p> <p>[0]: Add {C}{C}{C}.</p> <p>[-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.</p> <div>L 7</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Ugin, Eye of the Storms</b> ⑦</p> <p>Legendary Planeswalker -- Ugin</p> <p>When you cast this spell, exile up to one target permanent that's one or more colors.</p> <p>Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.</p> <p>[+2]: You gain 3 life and draw a card.</p> <p>[0]: Add {C}{C}{C}.</p> <p>[-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.</p> <div>L 7</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Urza's Mine</b></p> <p>Land -- Urza's Mine</p> <p>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>        | <p><b>Urza's Mine</b></p> <p>Land -- Urza's Mine</p> <p>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>        |
| <p><b>Urza's Mine</b></p> <p>Land -- Urza's Mine</p> <p>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                                                                                                                        | <p><b>Urza's Power Plant</b></p> <p>Land -- Urza's Power-Plant</p> <p>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                                                                                                                 | <p><b>Urza's Power Plant</b></p> <p>Land -- Urza's Power-Plant</p> <p>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Urza's Power Plant</b></p> <p>Land -- Urza's Power-Plant</p> <p>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <div> <b>Urza's Tower</b> </div> <div> Land -- Urza's Tower </div> <div> {T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                       | <div> <b>Urza's Tower</b> </div> <div> Land -- Urza's Tower </div> <div> {T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>       | <div> <b>Urza's Tower</b> </div> <div> Land -- Urza's Tower </div> <div> {T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                         | <div> <b>Urza's Tower</b> </div> <div> Land -- Urza's Tower </div> <div> {T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                 |
| <div> <b>Cityscape Leveler</b> 8 </div> <div> Artifact Creature -- Construct </div> <div> Trample<br/> When you cast this spell and whenever this creature attacks, destroy up to one target nonland permanent. Its controller creates a tapped Powerstone token.<br/> Unearth {8} </div> <div> [sideboard] </div> <div> 8/8 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Ensnaring Bridge</b> 3 </div> <div> Artifact </div> <div> Creatures with power greater than the number of cards in your hand can't attack. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Extinguisher Battleship</b> 8 </div> <div> Artifact -- Spacecraft </div> <div> When this Spacecraft enters, destroy target noncreature permanent. Then this Spacecraft deals 4 damage to each creature.<br/> 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+.)<br/> 5+   Flying, trample </div> <div> [sideboard] </div> <div> 10/10 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Leyline of the Void</b> 2BB </div> <div> Enchantment </div> <div> If this card is in your opening hand, you may begin the game with it on the battlefield.<br/> If a card would be put into an opponent's graveyard from anywhere, exile it instead. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

## Enchantment

If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Enchantment

If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Enchantment

If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

## 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

## Enchantment Creature -- Saga Dragon

## Flying

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment Creature -- Saga Dragon

## Flying

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment Creature -- Saga Dragon

Flying

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div> <b>Summon: Bahamut</b> <div>9</div> </div> <div>           Enchantment Creature -- Saga Dragon           <div>             (As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)<br/>             I, II -- Destroy up to one target nonland permanent.<br/>             III -- Draw two cards.<br/>             IV -- Mega Flare -- This creature deals damage equal to the total mana value of other permanents you control to each opponent.<br/>             Flying           </div> <div>[sideboard]</div> <div> <div>9/9</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev </div> </div> </div> </div> | <div> <div> <b>Tormod's Crypt</b> <div>8</div> </div> <div>           Artifact           <div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div> <div>[sideboard]</div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev </div> </div> </div> </div> | <div> <div> <b>Torpor Orb</b> <div>2</div> </div> <div>           Artifact           <div>Creatures entering don't cause abilities to trigger.</div> <div>[sideboard]</div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev </div> </div> </div> </div> |  |
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