Breaker of Armies {8}

Creature -- Eldrazi

All creatures able to block this creature do so.

10/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breaker of Creation {6}{C}{C}

Creature -- Eldrazi

When you cast this spell, you gain 1 life for each colorless permanent you control.
Hexproof from each color
Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.)

8/4

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8/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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6/6

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

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Expedition Map 1

Artifact

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inscribed Tablet (1)

Artifact

{1}, {T}, Sacrifice this artifact: Reveal the top five cards of your library. Put a land card from among them into your hand and the rest on the bottom of your library in a random order. If you didn't put a card into your hand this way, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lair of the Hydra

Land

If you control two or more other lands, this land enters tapped.
{T}: Add {G}.
{X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0.

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Malevolent Rumble {1}{G}

Sorcery

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Manascape Refractor {3}

Artifact

This artifact enters tapped.
This artifact has all activated abilities of all lands on the battlefield.
You may spend mana as though it were mana of any color to pay the activation costs of this artifact's abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Matter Reshaper {2}{C}

Creature -- Eldrazi

({C} represents colorless mana.)
When this creature dies, reveal the top card of your library. You may put that card onto the battlefield if it's a permanent card with mana value 3 or less. Otherwise, put that card into your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Monument to Perfection (2)

Artifact

{3}, {T}: Search your library for a basic, Sphere, or Locus land card, reveal it, put it into your hand, then shuffle.
{3}: This artifact becomes a 9/9 Phyrexian Construct artifact creature, loses all abilities, and gains indestructible and toxic 9. Activate only if there are nine or more lands with different names among the basic, Sphere, and Locus lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Myr Battlesphere (7)

Artifact Creature -- Myr Construct

When this creature enters, create four 1/1 colorless Myr artifact creature tokens.
Whenever this creature attacks, you may tap X untapped Myr you control. If you do, this creature gets +X/+0 until end of turn and deals X damage to the player or planeswalker it's attacking.

4/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Oblivion Stone 3

Artifact

{4}, {T}: Put a fate counter on target permanent.
{5}, {T}, Sacrifice this artifact: Destroy each nonland permanent without a fate counter on it, then remove all fate counters from all permanents.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oblivion Stone 3

Artifact

{4}, {T}: Put a fate counter on target permanent.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steel Hellkite 6

Artifact Creature -- Dragon

Flying
{2}: This creature gets +1/+0 until end of turn.
{X}: Destroy each nonland permanent with mana value X whose controller was dealt combat damage by this creature this turn. Activate only once each turn.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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5/5

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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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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcerous Spyglass (2)

Artifact

As this artifact enters, look at an opponent's hand, then choose any card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Filigree Sylex (2)

Legendary Artifact

{T}: Put an oil counter on The Filigree Sylex.
{T}, Sacrifice The Filigree Sylex: Destroy each nonland permanent with mana value equal to the number of oil counters on The Filigree Sylex.
{T}, Remove ten oil counters from among permanents you control and sacrifice The Filigree Sylex: It deals 10 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Stone Brain (2)

Legendary Artifact

{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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}."

[sideboard]

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[sideboard]

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Weathered Runestone {2}

Artifact

Nonland permanent cards in graveyards and libraries can't enter the battlefield.
Players can't cast spells from graveyards or libraries.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wilt {1}{G}

Instant

Destroy target artifact or enchantment.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wilt {1}{G}

Instant

Destroy target artifact or enchantment.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - addiew - Vintage (NYC Invitational Series - Value Vintage Open) sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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