

Arcane Signet Artifact {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Astral Cornucopia 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 PLAYbotbox.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 PLAYbotbox.dev	Blitzball Artifact {T}: Add one mana of any color. G0000AAAAALLL! -- {T}, Sacrifice this artifact: Draw two cards. Activate only if an opponent was dealt combat damage by a legendary creature this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Burnished Hart Artifact Creature -- Elk {3}, Sacrifice this creature: Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chromatic Lantern Artifact Lands you control have "{T}: Add one mana of any color." {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Coldsteel Heart Snow Artifact This artifact enters tapped. As this artifact enters, choose a color. {T}: Add one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Crystalline Giant 3 Artifact Creature -- Giant At the beginning of combat on your turn, choose a kind of counter at random that this creature doesn't have on it from among flying, first strike, deathtouch, hexproof, lifelink, menace, reach, trample, vigilance, and +1/+1. Put a counter of that kind on this creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dungeon Descent Land This land enters tapped. {T}: Add {C}. {4}, {T}, Tap an untapped legendary creature you control: Venture into the dungeon. Activate only as a sorcery. (Enter the first room or advance to the next room.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Echoes of Eternity 3CCC Kindred Enchantment -- Eldrazi If a triggered ability of a colorless spell you control or another colorless permanent you control triggers, that ability triggers an additional time. Whenever you cast a colorless spell, copy it. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ecologist's Terrarium 2 Artifact When this artifact enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle. {2}, {T}, Sacrifice this artifact: Put a +1/+1 counter on target creature. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Embermouth Sentinel 2 Artifact Creature -- Chimera When this creature enters, you may search your library for a basic land card, reveal it, then shuffle and put that card on top. If you control a Dragon, put that card onto the battlefield tapped instead. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emrakul, the Promised End 13 Legendary Creature -- Eldrazi This spell costs {1} less to cast for each card type among cards in your graveyard. When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn. Flying, trample, protection from instants 13/13 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Environmental Sciences 2 Sorcery -- Lesson Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Firemind Vessel 4 Artifact This artifact enters tapped. {T}: Add two mana of different colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{3}, {T}: Target player mills two
cards. If two cards that share a
color were milled this way, repeat
this process.
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This artifact enters tapped.
{T}: Add {C}.
{2}: This artifact becomes a 2/2
Golem artifact creature until end of
turn.

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{T}: Add one mana of any color.
{2}, {T}: Exile target card from a graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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At the beginning of each player's draw step, if this artifact is untapped, that player draws an additional card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this artifact enters, the Ring tempts you.

{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④

This artifact enters tapped. When this artifact enters, draft a card from this artifact's spellbook, then discard a card.

{T}: Add two mana in any combination of colors.

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Choose two --
* Target player creates X 0/1
colorless Eldrazi Spawn creature
tokens with "Sacrifice this token:
Add {C}."
* Target player sacrifices 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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{T}: Add one mana of any color.
{4}, {T}: Look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. If you don't put the card onto the battlefield, you may put it on the bottom of your library.

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When this artifact enters, scry 1.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
{1}, {T}, Sacrifice this artifact:
Draw a card.
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[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.

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Choose one --
* Counter target multicolored spell.
* Destroy target multicolored
  permanent.
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At the beginning of your end step, put an influence counter on Palantír of Orthanc and scry 2. Then target opponent may have you draw a card. If that player doesn't, you mill X cards, where X is the number of influence counters on Palantír of Orthanc, and that player loses life equal to the total mana value of those cards.

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$$\{T\}: \text{Add } \{C\}\{C\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

When this land enters, if you control two or more Gates, you gain 3 life.

{T}: Add {C}.

{T}: Add one mana of any type that a Gate you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this artifact enters, each opponent sacrifices three creatures of their choice. At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. It's a Phyrexian in addition to its other types.

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PuPu UFO ② Artifact Creature -- Construct Alien Flying {T}: You may put a land card from your hand onto the battlefield. {3}: Until end of turn, this creature's base power becomes equal to the number of Towns you control. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckoner Bankbuster ② Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Legends ③ Artifact {T}: Add one mana of any color. Tap an untapped legendary creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Replicating Ring ③ Snow Artifact {T}: Add one mana of any color. At the beginning of your upkeep, put a night counter on this artifact. Then if it has eight or more night counters on it, remove all of them and create eight colorless snow artifact tokens named Replicated Ring with "{T}: Add one mana of any color." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Roaming Throne ④ Artifact Creature -- Golem Ward {2} As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. If a triggered ability of another creature you control of the chosen type triggers, it triggers an additional time. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scuttlemutt ③ Artifact Creature -- Scarecrow {T}: Add one mana of any color. {T}: Target creature becomes the color or colors of your choice until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shadowspear ① Legendary Artifact -- Equipment Equipped creature gets +1/+1 and has trample and lifelink. {1}: Permanents your opponents control lose hexproof and indestructible until end of turn. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sire of Seven Deaths ⑦ Creature -- Eldrazi Reach, first strike Vigilance, menace Trample, lifelink Ward--Pay 7 life. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skyclave Relic 3 Artifact Kicker {3} Indestructible When this artifact enters, if it was kicked, create two tapped tokens that are copies of this artifact. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solar Transformer 2 Artifact This artifact enters tapped. When this artifact enters, you get {E}{E}{E} (three energy counters). {T}: Add {C}. {T}, Pay {E}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solemn Simulacrum 4 Artifact Creature -- Golem When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spinning Wheel 3 Artifact {T}: Add one mana of any color. {5}, {T}: Tap target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Stonecoil Serpent X Artifact Creature -- Snake Reach, trample, protection from multicolored This creature enters with X +1/+1 counters on it. 0/0 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 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunbird Standard 3 Artifact {T}: Add one mana of any color. Craft with one or more {5} ({5}, Exile this artifact, Exile one or more other permanents you control and/or cards from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) ----- -- - BACK FACE - - - Sunbird Effigy Artifact Creature -- Bird Construct Flying, vigilance, haste Sunbird Effigy's power and toughness are each equal to the number of colors among the exiled cards used to craft it. {T}: For each color among the exiled cards used to craft this creature, add one mana of that color. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swiftfoot Boots 2 Artifact -- Equipment Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control. It can attack and {T} no matter when it came under your control.) Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sword of Body and Mind ③ Artifact -- Equipment Equipped creature gets +2/+2 and has protection from green and from blue. Whenever equipped creature deals combat damage to a player, you create a 2/2 green Wolf creature token and that player mills ten cards. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sword of Fire and Ice ③ Artifact -- Equipment Equipped creature gets +2/+2 and has protection from red and from blue. Whenever equipped creature deals combat damage to a player, this Equipment deals 2 damage to any target and you draw a card. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sword of Forge and Frontier ③ Artifact -- Equipment Equipped creature gets +2/+2 and has protection from red and from green. Whenever equipped creature deals combat damage to a player, exile the top two cards of your library. You may play those cards this turn. You may play an additional land this turn. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sword of Once and Future ③ Artifact -- Equipment Equipped creature gets +2/+2 and has protection from blue and from black. Whenever equipped creature deals combat damage to a player, surveil 2. Then you may cast an instant or sorcery spell with mana value 2 or less from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
The Celestus ③ Legendary Artifact If it's neither day nor night, it becomes day as The Celestus enters. {T}: Add one mana of any color. {3}, {T}: If it's night, it becomes day. Otherwise, it becomes night. Activate only as a sorcery. Whenever day becomes night or night becomes day, you gain 1 life. You may draw a card. If you do, discard a card. 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	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	Ugin's Labyrinth Land Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand. {T}: Add {C}. If a card is exiled with this land, add {C}{C} instead. {T}: Return the exiled card to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kanivulcanshintaro - Unknown format (Super DC Teams)

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.

sheet 7/13 - 8 cards - 2.5 x 3.5 in each

Ugin, the Ineffable 6 Legendary Planeswalker -- Ugin Colorless spells you cast cost {2} less to cast. [+1]: Exile the top card of your library face down and look at it. Create a 2/2 colorless Spirit creature token. When that token leaves the battlefield, put the exiled card into your hand. [-3]: Destroy target permanent that's one or more colors. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ulamog, the Ceaseless Hunger 19 Legendary Creature -- Eldrazi When you cast this spell, exile two target permanents. Indestructible Whenever Ulamog attacks, defending player exiles the top twenty cards of their library. 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unlicensed Hearse 2 Artifact -- Vehicle {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Wastes Basic Land {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wastes Basic Land {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wastes Basic Land {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wastes Basic Land {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Wastes

Basic Land

{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wastes

Basic Land

{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wastes

Basic Land

{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Winter Moon

Artifact

Players can't untap more than one nonbasic land during their untap steps.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Kanivulcanshintaro - Unknown format (Super DC Teams)

sheet 13/13 - 4 cards - 2.5 x 3.5 in each

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