

Arch of Orazca Land Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) {T}: Add {C}. {5}, {T}: Draw a card. Activate only if you have the city's blessing. 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	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	Boom Box Artifact {6}, {T}, Sacrifice this artifact: Destroy up to one target artifact, up to one target creature, and up to one target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Codex Shredder Artifact {T}: Target player mills a card. (They put the top card of their library into their graveyard.) {5}, {T}, Sacrifice this artifact: Return target card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collector's Vault Artifact {2}, {T}: Draw a card, then discard a card. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collector's Vault Artifact {2}, {T}: Draw a card, then discard a card. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collector's Vault Artifact {2}, {T}: Draw a card, then discard a card. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cryogen Relic ①② 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 PLAYbotbox.dev	Cryogen Relic ①② 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 PLAYbotbox.dev	Cryogen Relic ①② 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 PLAYbotbox.dev	Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elixir of Immortality ① Artifact {2}, {T}: You gain 5 life. Shuffle this artifact and your graveyard into their owner's library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Esoteric Duplicator ②③ Artifact -- Clue Whenever you sacrifice this artifact or another artifact, you may pay {2}. If you do, at the beginning of the next end step, create a token that's a copy of that artifact. {2}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Esoteric Duplicator ②U Artifact -- Clue Whenever you sacrifice this artifact or another artifact, you may pay {2}. If you do, at the beginning of the next end step, create a token that's a copy of that artifact. {2}, Sacrifice this artifact: Draw a card. 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Extinguisher Battleship ⑧ 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gilded Lotus ⑤ Artifact {T}: Add three mana of any one color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hall of Tagsin Land {T}: Add {C}. {1}, {T}: Add one mana of any color. {4}, {T}: Create a tapped Powerstone token. (It's an artifact with "{T}: Add {C}. This mana can't be spent to cast a nonartifact spell.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hedron Archive ④ Artifact {T}: Add {C}{C}. {2}, {T}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Icy Manipulator ④ Artifact {1}, {T}: Tap target artifact, creature, or land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Icy Manipulator ④ Artifact {1}, {T}: Tap target artifact, creature, or land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Labyrinth of Skophos Land {T}: Add {C}. {4}, {T}: Remove target attacking or blocking creature from combat. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mirrorshell Crab Artifact Creature -- Crab Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}. 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Powerstone Shard Artifact {T}: Add {C} for each artifact you control named Powerstone Shard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Powerstone Shard 3 Artifact {T}: Add {C} for each artifact you control named Powerstone Shard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Radiant Lotus 6 Artifact {T}, Sacrifice one or more artifacts: Choose a color. Target player adds three mana of the chosen color for each artifact sacrificed this way. (Activate only as an instant.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	ReIm's Sketching 2UU Sorcery Create a token that's a copy of target artifact, creature, or land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	ReIm's Sketching 2UU Sorcery Create a token that's a copy of target artifact, creature, or land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Repurposing Bay 2U Artifact {2}, {T}, Sacrifice another artifact: Search your library for an artifact card with mana value equal to 1 plus the sacrificed artifact's mana value, put that card onto the battlefield, then shuffle. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Repurposing Bay 2U Artifact {2}, {T}, Sacrifice another artifact: Search your library for an artifact card with mana value equal to 1 plus the sacrificed artifact's mana value, put that card onto the battlefield, then shuffle. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Repurposing Bay 2U Artifact {2}, {T}, Sacrifice another artifact: Search your library for an artifact card with mana value equal to 1 plus the sacrificed artifact's mana value, put that card onto the battlefield, then shuffle. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Repurposing Bay 2U Artifact {2}, {T}, Sacrifice another artifact: Search your library for an artifact card with mana value equal to 1 plus the sacrificed artifact's mana value, put that card onto the battlefield, then shuffle. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Scene of the Crime Artifact Land -- Clue This land enters tapped. {T}: Add {C}. {T}, Tap an untapped creature you control: Add one mana of any color. {2}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scour for Scrap Instant Choose one or both -- * Search your library for an artifact card, reveal it, put it into your hand, then shuffle. * Return target artifact card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scour for Scrap Instant Choose one or both -- * Search your library for an artifact card, reveal it, put it into your hand, then shuffle. * Return target artifact card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Enigma Jewel Legendary Artifact The Enigma Jewel enters tapped. {T}: Add {C}{C}. Spend this mana only to activate abilities. Craft with four or more nonlands with activated abilities {8}{U} ({8}{U}, Exile this artifact, Exile the four or more from among other permanents you control and/or cards in your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
The Enigma Jewel Legendary Artifact The Enigma Jewel enters tapped. {T}: Add {C}{C}. Spend this mana only to activate abilities. Craft with four or more nonlands with activated abilities {8}{U} ({8}{U}, Exile this artifact, Exile the four or more from among other permanents you control and/or cards in your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Enigma Jewel Legendary Artifact The Enigma Jewel enters tapped. {T}: Add {C}{C}. Spend this mana only to activate abilities. Craft with four or more nonlands with activated abilities {8}{U} ({8}{U}, Exile this artifact, Exile the four or more from among other permanents you control and/or cards in your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Enigma Jewel Legendary Artifact The Enigma Jewel enters tapped. {T}: Add {C}{C}. Spend this mana only to activate abilities. Craft with four or more nonlands with activated abilities {8}{U} ({8}{U}, Exile this artifact, Exile the four or more from among other permanents you control and/or cards in your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Irencrag Legendary Artifact {T}: Add {C}. Whenever a legendary creature you control enters, you may have The Irencrag become a legendary Equipment artifact named Everflame, Heroes' Legacy. If you do, it gains equip {3} and "Equipped creature gets +3/+3" and loses all other abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tocasias's Dig Site Land {T}: Add {C}. {3}, {T}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unable to Scream Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types. As long as enchanted creature is face down, it can't be turned face up. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unable to Scream Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types. As long as enchanted creature is face down, it can't be turned face up. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unable to Scream Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types. As long as enchanted creature is face down, it can't be turned face up. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Unable to Scream Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types. As long as enchanted creature is face down, it can't be turned face up. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disruption Protocol Instant As an additional cost to cast this spell, tap an untapped artifact you control or pay {1}. Counter target spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disruption Protocol Instant As an additional cost to cast this spell, tap an untapped artifact you control or pay {1}. Counter target spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Meteor Sword7 Artifact -- Equipment When this Equipment enters, destroy target permanent. Equipped creature gets +3/+3. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mirrorshell Crab5UU Artifact Creature -- Crab Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}. [sideboard] 5/7PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Negate1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Omega, Heartless Evolution5GU Legendary Artifact Creature -- Robot Wave Cannon -- When Omega enters, for each opponent, tap up to one target nonland permanent that opponent controls. Put X stun counters on each of those permanents and you gain X life, where X is the number of nonbasic lands you control. (If a permanent with a stun counter would become untapped, remove one from it instead.) [sideboard] 8/8PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orazca Relic3 Artifact Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) {T}: Add {C}. {T}, Sacrifice this artifact: You gain 3 life and draw a card. Activate only if you have the city's blessing. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul-Guide Lantern1 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

The Stone Brain

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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]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev