Basilisk Collar {1}

Artifact -- Equipment

Equipped creature has deathtouch and lifelink. (Any amount of damage it deals to a creature is enough to destroy it. Damage dealt by this creature also causes you to gain that much life.)
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Belladonna Took {1}{W}

Legendary Creature -- Halfling Citizen

Whenever a token you control enters, you gain 1 life if this is the first time this ability has resolved this turn. If it's the second time, draw a card. If it's the third time, put a +1/+1 counter on each creature you control.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Halfling Citizen

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bitter Triumph {1}{B}

Instant

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bleachbone Verge

Land

{T}: Add {B}.
{T}: Add {W}. Activate only if you control a Plains or a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Bleachbone Verge

Land

{T}: Add {B}.
{T}: Add {W}. Activate only if you control a Plains or a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Buster Sword 3

Artifact -- Equipment

Equipped creature gets +3/+2.
Whenever equipped creature deals combat damage to a player, draw a card, then you may cast a spell from your hand with mana value less than or equal to that damage without paying its mana cost.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact -- Equipment

Equipped creature gets +3/+2.
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Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doctor Doom 4BB

Legendary Creature -- Human Scientist Villain

When Doctor Doom enters, create two 3/3 colorless Robot Villain artifact creature tokens named Doombot.
As long as you control an artifact creature or a Plan, Doctor Doom has indestructible.
At the beginning of your end step, you draw a card and lose 1 life.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doctor Doom 4BB

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At the beginning of your end step, you draw a card and lose 1 life.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dollmaker's Shop 1W

Enchantment -- Room

Whenever one or more non-Toy creatures you control attack a player, create a 1/1 white Toy artifact creature token.
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

- - - RIGHT HALF - - -

Porcelain Gallery 4WW

Enchantment -- Room

Creatures you control have base power and toughness each equal to the number of creatures you control.
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

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Porcelain Gallery 4WW

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(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Erode W

Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Erode {W}

Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fix What's Broken {2}{W}{B}

Sorcery

As an additional cost to cast this spell, pay X life.
Return each artifact and creature card with mana value X from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

As an additional cost to cast this spell, pay X life.
Return each artifact and creature card with mana value X from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fugitive Droid {U}

Artifact Creature -- Robot Scientist

This creature can't be blocked if an artifact entered the battlefield under your control this turn.
{U}, Sacrifice this creature: Counter target spell that targets an artifact or creature you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gleaming Bastion

Land

{T}: Add {C}.
{T}: Add {W} or {U}. Activate only if this land entered this turn or if you control a basic land.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gloomlake Verge

Land

{T}: Add {U}.
{T}: Add {B}. Activate only if you control an Island or a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Godless Shrine

Land -- Plains Swamp

({T}: Add {W} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haunt the Network {3}{U}{B}

Sorcery

Choose target opponent. Create two 1/1 colorless Thopter artifact creature tokens with flying. Then the chosen player loses X life and you gain X life, where X is the number of artifacts you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hidden Lair

Land

{T}: Add {C}.
{T}: Add {U} or {B}. Activate only if this land entered this turn or if you control a basic land.

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Hidden Lair

Land

{T}: Add {C}.
{T}: Add {U} or {B}. Activate only if this land entered this turn or if you control a basic land.

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Land

{T}: Add {C}.
{T}: Add {U} or {B}. Activate only if this land entered this turn or if you control a basic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ironheart, Clever Champion {4}{U}

Legendary Artifact Creature -- Human Hero

Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)
Flying
Noncreature spells you cast have improvise.

3/4

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Flying
Noncreature spells you cast have improvise.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

M.O.D.O.K. {3}{B}{B}

Legendary Artifact Creature -- Villain

Flying, lifelink
Mental Organism -- Pay 3 life: M.O.D.O.K. connives. Activate only during your turn. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)
Designed Only for Killing -- Creatures your opponents control get -1/-1.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

No More Lies {W}{U}

Instant

Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

No More Lies {W}{U}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Mind Stone {1}{W}

Legendary Artifact -- Infinity Stone

Indestructible
{T}: Add {W}.
{5}{W}, {T}: Harness The Mind Stone. (Once harnessed, its inf ability is active.)
inf -- At the beginning of your end step, exile up to one other target nonland permanent you control, then return that card to the battlefield under its owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Soul Stone {1}{B}

Legendary Artifact -- Infinity Stone

Indestructible
{T}: Add {B}.
{6}{B}, {T}, Exile a creature you control: Harness The Soul Stone. (Once harnessed, its inf ability is active.)
inf -- At the beginning of your upkeep, return target creature card from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Rich, Adrian - Standard ($uper $unday RCQ - Standard - SCG CON Baltimore sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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inf -- At the beginning of your upkeep, return target creature card from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vibranium Energy Daggers {1}

Artifact -- Equipment

Indestructible (Effects that say "destroy" don't destroy this Equipment.)
Equipped creature gets +2/+2.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Indestructible (Effects that say "destroy" don't destroy this Equipment.)
Equipped creature gets +2/+2.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Watery Grave

Land -- Island Swamp

({T}: Add {U} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inside Information {X}{B}{B}

Sorcery

Exile the top X cards of target opponent's library. You may play those cards this turn. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krang, Utrom Warlord {9}

Legendary Artifact Creature -- Utrom Robot

Flying, trample, indestructible, haste
Other artifact creatures you control have flying, trample, indestructible, and haste.

[sideboard]

9/9

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

M.O.D.O.K. {3}{B}{B}

Legendary Artifact Creature -- Villain

Flying, lifelink
Mental Organism -- Pay 3 life: M.O.D.O.K. connives. Activate only during your turn. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)
Designed Only for Killing -- Creatures your opponents control get -1/-1.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moment of Reckoning {3}{W}{W}{B}{B}

Sorcery

Choose up to four. You may choose the same mode more than once.
* Destroy target nonland permanent.
* Return target nonland permanent card from your graveyard to the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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* Destroy target nonland permanent.
* Return target nonland permanent card from your graveyard to the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pinnacle Starcage {1}{W}{W}

Artifact

When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield.
{6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secret Invasion {1}{U}{U}

Enchantment -- Aura

Enchant creature you control
When this Aura enters, exile up to one target creature other than enchanted creature until this Aura leaves the battlefield. Enchanted creature becomes a copy of that creature until this Aura leaves the battlefield.
Enchanted creature has ward {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secret Invasion {1}{U}{U}

Enchantment -- Aura

Enchant creature you control
When this Aura enters, exile up to one target creature other than enchanted creature until this Aura leaves the battlefield. Enchanted creature becomes a copy of that creature until this Aura leaves the battlefield.
Enchanted creature has ward {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Settle the Wreckage {2}{W}{W}

Instant

Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Singularity Rupture {3}{U}{B}{B}

Sorcery

Destroy all creatures, then any number of target players each mill half their library, rounded down.

[sideboard]

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Space-Time Anomaly {2}{W}{U}

Sorcery

Target player mills cards equal to your life total.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Split Up {1}{W}{W}

Sorcery

Choose one --
* Destroy all tapped creatures.
* Destroy all untapped creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torpor Orb {2}

Artifact

Creatures entering don't cause abilities to trigger.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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