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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>Basalt Monolith3</div><div>Artifact</div><div>This artifact doesn't untap during your untap step.<br/>{T}: Add {C}{C}{C}.<br/>{3}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Basalt Monolith3</div><div>Artifact</div><div>This artifact doesn't untap during your untap step.<br/>{T}: Add {C}{C}{C}.<br/>{3}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Basalt Monolith3</div><div>Artifact</div><div>This artifact doesn't untap during your untap step.<br/>{T}: Add {C}{C}{C}.<br/>{3}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Basalt Monolith3</div><div>Artifact</div><div>This artifact doesn't untap during your untap step.<br/>{T}: Add {C}{C}{C}.<br/>{3}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Candelabra of Tawnos①</div><div>Artifact</div><div>{X}, {T}: Untap X target lands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          |
| <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cloudpost</div><div>Land -- Locus</div><div>This land enters tapped.<br/>{T}: Add {C} for each Locus on the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cloudpost</div><div>Land -- Locus</div><div>This land enters tapped.<br/>{T}: Add {C} for each Locus on the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cloudpost</div><div>Land -- Locus</div><div>This land enters tapped.<br/>{T}: Add {C} for each Locus on the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Cloudpost</div><div>Land -- Locus</div><div>This land enters tapped.<br/>{T}: Add {C} for each Locus on the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        | <div><div>Forsaken Monument5</div><div>Legendary Artifact</div><div>Colorless creatures you control get +2/+2.<br/>Whenever you tap a permanent for {C}, add an additional {C}.<br/>Whenever you cast a colorless spell, you gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forsaken Monument5</div><div>Legendary Artifact</div><div>Colorless creatures you control get +2/+2.<br/>Whenever you tap a permanent for {C}, add an additional {C}.<br/>Whenever you cast a colorless spell, you gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forsaken Monument5</div><div>Legendary Artifact</div><div>Colorless creatures you control get +2/+2.<br/>Whenever you tap a permanent for {C}, add an additional {C}.<br/>Whenever you cast a colorless spell, you gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Forsaken Monument5</div><div>Legendary Artifact</div><div>Colorless creatures you control get +2/+2.<br/>Whenever you tap a permanent for {C}, add an additional {C}.<br/>Whenever you cast a colorless spell, you gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Grim Monolith2</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           | <div><div>Grim Monolith2</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           | <div><div>Grim Monolith2</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           |

②

This artifact doesn't untap during your untap step.

{4}: Untap this artifact.

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⑦

[+4]: Target player exiles a card from their hand.  
[-3]: Exile target permanent.  
[-14]: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn. Then put those cards onto the battlefield under your control.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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| <div> <div>Karn, the Great Creator ④</div> <div> <div>Legendary Planeswalker -- Karn</div> <div> Activated abilities of artifacts your opponents control can't be activated.<br/> [+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.<br/> [-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. </div> </div> <div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> | <div> <div>Kozilek, Butcher of Truth ⑩</div> <div> <div>Legendary Creature -- Eldrazi</div> <div> When you cast this spell, draw four cards.<br/> Annihilator 4 (Whenever this creature attacks, defending player sacrifices four permanents of their choice.)<br/> When Kozilek is put into a graveyard from anywhere, its owner shuffles their graveyard into their library. </div> </div> <div> <div>12/12</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> | <div> <div>Kozilek, Butcher of Truth ⑩</div> <div> <div>Legendary Creature -- Eldrazi</div> <div> When you cast this spell, draw four cards.<br/> Annihilator 4 (Whenever this creature attacks, defending player sacrifices four permanents of their choice.)<br/> When Kozilek is put into a graveyard from anywhere, its owner shuffles their graveyard into their library. </div> </div> <div> <div>12/12</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> | <div> <div>Kozilek, Butcher of Truth ⑩</div> <div> <div>Legendary Creature -- Eldrazi</div> <div> When you cast this spell, draw four cards.<br/> Annihilator 4 (Whenever this creature attacks, defending player sacrifices four permanents of their choice.)<br/> When Kozilek is put into a graveyard from anywhere, its owner shuffles their graveyard into their library. </div> </div> <div> <div>12/12</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> |
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## Thespian's Stage

Land

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{T}: Add {C}.
{2}, {T}: This land becomes a copy
of target land, except it has this
ability.
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## Thran Dynamo

④

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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④

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Thran Dynamo**

④

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thran Dynamo

④

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Trinisphere

③

Artifact

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.)

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| <b>Trinisphere</b> ③<br><hr/> Artifact<br><hr/> <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> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Ugin, the Spirit Dragon</b> ⑧<br><hr/> Legendary Planeswalker -- Ugin<br><hr/> <p>[+2]: Ugin deals 3 damage to any target.<br/> [-X]: Exile each permanent with mana value X or less that's one or more colors.<br/> [-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.</p> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Ugin, the Spirit Dragon</b> ⑧<br><hr/> Legendary Planeswalker -- Ugin<br><hr/> <p>[+2]: Ugin deals 3 damage to any target.<br/> [-X]: Exile each permanent with mana value X or less that's one or more colors.<br/> [-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.</p> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Ugin, the Spirit Dragon</b> ⑧<br><hr/> Legendary Planeswalker -- Ugin<br><hr/> <p>[+2]: Ugin deals 3 damage to any target.<br/> [-X]: Exile each permanent with mana value X or less that's one or more colors.<br/> [-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.</p> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Ugin, the Spirit Dragon</b> ⑧<br><hr/> Legendary Planeswalker -- Ugin<br><hr/> <p>[+2]: Ugin deals 3 damage to any target.<br/> [-X]: Exile each permanent with mana value X or less that's one or more colors.<br/> [-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.</p> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>      | <b>Vesuva</b><br><hr/> Land<br><hr/> <p>You may have this land enter tapped as a copy of any land on the battlefield.</p> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                          | <b>Vesuva</b><br><hr/> Land<br><hr/> <p>You may have this land enter tapped as a copy of any land on the battlefield.</p> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                          | <b>Vesuva</b><br><hr/> Land<br><hr/> <p>You may have this land enter tapped as a copy of any land on the battlefield.</p> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                          |

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| <div><div>Vesuva</div><div>Land</div><div>You may have this land enter tapped as a copy of any land on the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                          | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  |
| <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div>Batterskull5</div><div>Artifact -- Equipment</div><div>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)<br/>Equipped creature gets +4/+4 and has vigilance and lifelink.<br/>{3}: Return this Equipment to its owner's hand.<br/>Equip {5}</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Candelabra of Tawnos1</div><div>Artifact</div><div>{X}, {T}: Untap X target lands.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Chalice of the VoidX 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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

⊗ ⊗

This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.

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③

You may play lands from your graveyard.

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15

This spell can't be countered.  
When you cast this spell, take an extra turn after this one.  
Flying, protection from spells that are one or more colors, annihilator 6  
When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.

15/15

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15

This spell can't be countered.  
When you cast this spell, take an extra turn after this one.  
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15/15

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.

15/15

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③

Creatures with power greater than the number of cards in your hand can't attack.

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| <div> <div>Liquimetal Coating</div> <div>2</div> </div> <div>Artifact</div> <div> {1}: Target permanent becomes an artifact in addition to its other types until end of turn. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Mycosynth Lattice</div> <div>6</div> </div> <div>Artifact</div> <div> 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. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Staff of Domination</div> <div>3</div> </div> <div>Artifact</div> <div> {1}: Untap this artifact. {2}, {1}: You gain 1 life. {3}, {1}: Untap target creature. {4}, {1}: Tap target creature. {5}, {1}: Draw a card. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>The One Ring</div> <div>4</div> </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. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {1}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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