## Atog (1)(R)

Creature -- Atog

Sacrifice an artifact: This creature gets +2/+2 until end of turn.

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Black Vise (1)

Artifact

As this artifact enters, choose an opponent.
At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is the number of cards in their hand minus 4.

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## Blood Moon (2)(R)

Enchantment

Nonbasic lands are Mountains.

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## Chain Lightning (R)

Sorcery

Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Copper Tablet (2)

Artifact

At the beginning of each player's upkeep, this artifact deals 1 damage to that player.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Disintegrate (X)(R)

Sorcery

Disintegrate deals X damage to any target. If it's a creature, it can't be regenerated this turn, and if it would die this turn, exile it instead.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fellwar Stone (2)

Artifact

{T}: Add one mana of any color that a land an opponent controls could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

{T}: Add one mana of any color that a land an opponent controls could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fireball (X)(R)

Sorcery

This spell costs {1} more to cast for each target beyond the first. Fireball deals X damage divided evenly, rounded down, among any number of targets.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lightning Bolt {R}

Instant

Lightning Bolt deals 3 damage to any target.

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## Mana Vault {1}

Artifact

This artifact doesn't untap during your untap step.
At the beginning of your upkeep, you may pay {4}. If you do, untap this artifact.
At the beginning of your draw step, if this artifact is tapped, it deals 1 damage to you.
{T}: Add {C}{C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

This artifact doesn't untap during your untap step.
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{T}: Add {C}{C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mishra's Factory

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

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({T}: Add {R}.)

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**Mountain**

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {R}.)

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## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Mountain

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shatter (1)(R)

Instant

Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shatter (1)(R)

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Destroy target artifact.

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Instant

Destroy target artifact.

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## Sol Ring (1)

Artifact

{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Strip Mine

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Su-Chi (4)

Artifact Creature -- Construct

When this creature dies, add {C}{C}{C}{C}.

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Su-Chi {4}

Artifact Creature -- Construct

When this creature dies, add {C}{C}{C}{C}.

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Su-Chi {4}

Artifact Creature -- Construct

When this creature dies, add {C}{C}{C}{C}.

**4/4**

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## Su-Chi {4}

Artifact Creature -- Construct

When this creature dies, add {C}{C}{C}{C}.

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wheel of Fortune {2}{R}

Sorcery

Each player discards their hand, then draws seven cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ball Lightning {R}{R}{R}

Creature -- Elemental

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)
Haste (This creature can attack and {T} as soon as it comes under your control.)
At the beginning of the end step, sacrifice this creature.

[sideboard]

**6/1**

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**Blood Moon** (2)(R)

Enchantment

Nonbasic lands are Mountains.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Detonate** (X)(R)

Sorcery

Destroy target artifact with mana value X. It can't be regenerated. Detonate deals X damage to that artifact's controller.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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[sideboard]

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**Flashfires** (3)(R)

Sorcery

Destroy all Plains.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Fork** (R)(R)

Instant

Copy target instant or sorcery spell, except that the copy is red. You may choose new targets for the copy.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Copy target instant or sorcery spell, except that the copy is red. You may choose new targets for the copy.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Red Elemental Blast** (R)

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

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Instant

Choose one --
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Instant

Choose one --
* Counter target blue spell.
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[sideboard]

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**Red Elemental Blast** (R)

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Shatterstorm** (2)(R)(R)

Sorcery

Destroy all artifacts. They can't be regenerated.

[sideboard]

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