

Adventurer's Inn Land -- Town When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adventurer's Inn Land -- Town When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adventurer's Inn Land -- Town When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adventurer's Inn Land -- Town When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crystal Grotto Land When this land enters, scry 1. {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Crystal Grotto

Land

When this land enters, scry 1.
 {T}: Add {C}.
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Emrakul, the Exigent Doom 10

Legendary Creature -- Eldrazi

When you cast this spell, untap all lands you control.

Flying, trample

Ward--Sacrifice three permanents.

{3}, Exile this card from your hand:

Target land gains "{T}: Add {C}{C}" until this card is cast from exile.

You may cast this card for as long as it remains exiled.

12/12

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

Emrakul, the Exigent Doom (10)

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12/12

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Ward--Sacrifice three permanents.
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You may cast this card for as long as it remains exiled.

12/12

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Hall of Echoes

Land

{T}: Add {C}.
{5}: This land becomes a copy of target creature you control until end of turn. The "legend rule" doesn't apply to permanents you control this turn.

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Hall of Echoes Land {T}: Add {C}. {5}: This land becomes a copy of target creature you control until end of turn. The "legend rule" doesn't apply to permanents you control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hedron Archive4 Artifact {T}: Add {C}{C}. {2}, {T}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hedron Archive4 Artifact {T}: Add {C}{C}. {2}, {T}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hedron Archive4 Artifact {T}: Add {C}{C}. {2}, {T}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hidden Grotto Land When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hidden Grotto Land When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hidden Grotto Land When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karn, Argent Defender2 Legendary Artifact Creature -- Golem Artifacts and creatures entering the battlefield don't cause abilities to trigger. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karn, Argent Defender ② Legendary Artifact Creature -- Golem Artifacts and creatures entering the battlefield don't cause abilities to trigger. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mazemind Tome ② Artifact -- Book {T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) {2}, {T}, Put a page counter on this artifact: Draw a card. When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mazemind Tome ② Artifact -- Book {T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) {2}, {T}, Put a page counter on this artifact: Draw a card. When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mazemind Tome ② Artifact -- Book {T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) {2}, {T}, Put a page counter on this artifact: Draw a card. When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Planetarium of Wan Shi Tong⑥ Legendary Artifact {1}, {T}: Scry 2. Whenever you scry or surveil, look at the top card of your library. You may cast that card without paying its mana cost. Do this only once each turn. (Look at the card after you scry or surveil.) 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	PuPu UFO② 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 PLAYbotbox.dev	PuPu UFO② 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 PLAYbotbox.dev	PuPu UFO② 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 PLAYbotbox.dev
PuPu UFO② 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 PLAYbotbox.dev	Rumble Arena Land Vigilance When this land enters, scry 1. (Look at the top card of your library. You may put it on the bottom.) {T}: Add {C}. {1}, {T}: Add one mana of any color. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rumble Arena Land Vigilance When this land enters, scry 1. (Look at the top card of your library. You may put it on the bottom.) {T}: Add {C}. {1}, {T}: Add one mana of any color. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rumble Arena Land Vigilance When this land enters, scry 1. (Look at the top card of your library. You may put it on the bottom.) {T}: Add {C}. {1}, {T}: Add one mana of any color. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rumble Arena Land Vigilance When this land enters, scry 1. (Look at the top card of your library. You may put it on the bottom.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Echoverse Fulcrum Legendary Artifact When The Echoverse Fulcrum enters, draw a card, then discard a card. {5}, {T}, Exile The Echoverse Fulcrum: Destroy all creatures. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Echoverse Fulcrum Legendary Artifact When The Echoverse Fulcrum enters, draw a card, then discard a card. {5}, {T}, Exile The Echoverse Fulcrum: Destroy all creatures. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Echoverse Fulcrum Legendary Artifact When The Echoverse Fulcrum enters, draw a card, then discard a card. {5}, {T}, Exile The Echoverse Fulcrum: Destroy all creatures. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
The Echoverse Fulcrum Legendary Artifact When The Echoverse Fulcrum enters, draw a card, then discard a card. {5}, {T}, Exile The Echoverse Fulcrum: Destroy all creatures. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 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, 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, 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, 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
Ultima, Origin of Oblivion ⑤ Legendary Creature -- God Flying Whenever Ultima attacks, put a blight counter on target land. For as long as that land has a blight counter on it, it loses all land types and abilities and has "{T}: Add {C}." Whenever you tap a land for {C}, add an additional {C}. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ultima, Origin of Oblivion ⑤ Legendary Creature -- God Flying Whenever Ultima attacks, put a blight counter on target land. For as long as that land has a blight counter on it, it loses all land types and abilities and has "{T}: Add {C}." Whenever you tap a land for {C}, add an additional {C}. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wastes Basic Land {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wastes Basic Land {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Weather Maker③ Artifact Landfall -- Whenever a land you control enters, put a charge counter on this artifact. {T}: Add one mana of any color. {T}, Remove two charge counters from this artifact: Add {C}{C}. {T}, Remove three charge counters from this artifact: It deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weather Maker③ Artifact Landfall -- Whenever a land you control enters, put a charge counter on this artifact. {T}: Add one mana of any color. {T}, Remove two charge counters from this artifact: Add {C}{C}. {T}, Remove three charge counters from this artifact: It deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weather Maker③ Artifact Landfall -- Whenever a land you control enters, put a charge counter on this artifact. {T}: Add one mana of any color. {T}, Remove two charge counters from this artifact: Add {C}{C}. {T}, Remove three charge counters from this artifact: It deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weather Maker③ Artifact Landfall -- Whenever a land you control enters, put a charge counter on this artifact. {T}: Add one mana of any color. {T}, Remove two charge counters from this artifact: Add {C}{C}. {T}, Remove three charge counters from this artifact: It deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bumbleflower's Sharepot② Artifact When this artifact enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {5}, {T}, Sacrifice this artifact: Destroy target nonland permanent. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Candy Trail① Artifact -- Food Clue When this artifact enters, scry 2. {2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Candy Trail① Artifact -- Food Clue When this artifact enters, scry 2. {2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Candy Trail① Artifact -- Food Clue When this artifact enters, scry 2. {2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 [sideboard] 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 [sideboard] 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 [sideboard] 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Vacuum ① Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ghost Vacuum ① Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern ① 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 PLAY botbox.dev	Soul-Guide Lantern ① 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 PLAY botbox.dev	Three Bowls of Porridge ② Artifact -- Food {2}, {T}: Choose one that hasn't been chosen -- * This artifact deals 2 damage to target creature. * Tap target creature. * Sacrifice this artifact. You gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Three Bowls of Porridge ②

Artifact -- Food

{2}, {T}: Choose one that hasn't been chosen --
* This artifact deals 2 damage to target creature.
* Tap target creature.
* Sacrifice this artifact. You gain 3 life.

[sideboard]

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Three Bowls of Porridge ②

Artifact -- Food

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* This artifact deals 2 damage to target creature.
* Tap target creature.
* Sacrifice this artifact. You gain 3 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ultima, Origin of Oblivion ⑤

Legendary Creature -- God

Flying
Whenever Ultima attacks, put a blight counter on target land. For as long as that land has a blight counter on it, it loses all land types and abilities and has "{T}: Add {C}."
Whenever you tap a land for {C}, add an additional {C}.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev