Aang's Iceberg 2W

Enchantment

Flash
When this enchantment enters, exile up to one other target nonland permanent until this enchantment leaves the battlefield.
Waterbend {3}: Sacrifice this enchantment. If you do, scry 2.
(While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Waterbend {3}: Sacrifice this enchantment. If you do, scry 2.
(While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brass's Tunnel-Grinder 2R

Legendary Artifact

When Brass's Tunnel-Grinder enters, discard any number of cards, then draw that many cards plus one.
At the beginning of your end step, if you descended this turn, put a bore counter on Brass's Tunnel-Grinder. Then if there are three or more bore counters on it, remove those counters and transform it.
(You descended if a permanent card was put into your graveyard from anywhere.)

- - - BACK FACE - - -

Tecutlan, the Searing Rift

Legendary Land -- Cave

(Transforms from Brass's Tunnel-Grinder.)
{T}: Add {R}.
Whenever you cast a permanent spell using mana produced by Tecutlan, discover X, where X is that spell's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cori Mountain Monastery

Land

This land enters tapped unless you control a Plains or an Island.
{T}: Add {R}.
{3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dusk Rose Reliquary W

Artifact

As an additional cost to cast this spell, sacrifice an artifact or creature.
Ward {2}
When this artifact enters, exile target artifact or creature an opponent controls until this artifact leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dusk Rose Reliquary W

Artifact

As an additional cost to cast this spell, sacrifice an artifact or creature.
Ward {2}
When this artifact enters, exile target artifact or creature an opponent controls until this artifact leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - CHENPENGYU - Standard (??????????? Magic Spotlight: Fracture) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Dusk Rose Reliquary {W}

Artifact

As an additional cost to cast this spell, sacrifice an artifact or creature.
Ward {2}
When this artifact enters, exile target artifact or creature an opponent controls until this artifact leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspiring Vantage

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legion Extruder {1}{R}

Artifact

When this artifact enters, it deals 2 damage to any target.
{2}, {T}, Sacrifice another artifact: Create a 3/3 colorless Golem artifact creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this artifact enters, it deals 2 damage to any target.
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Legion Extruder {1}{R}

Artifact

When this artifact enters, it deals 2 damage to any target.
{2}, {T}, Sacrifice another artifact: Create a 3/3 colorless Golem artifact creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Melded Moxite {1}{R}

Artifact

When this artifact enters, you may discard a card. If you do, draw two cards.
{3}, Sacrifice this artifact: Create a tapped 2/2 colorless Robot artifact creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Melded Moxite {1}{R}

Artifact

When this artifact enters, you may discard a card. If you do, draw two cards.
{3}, Sacrifice this artifact: Create a tapped 2/2 colorless Robot artifact creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this artifact enters, you may discard a card. If you do, draw two cards.
{3}, Sacrifice this artifact: Create a tapped 2/2 colorless Robot artifact creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Petrified Hamlet

Land

When this land enters, choose a land card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.
Lands with the chosen name have "{T}: Add {C}."
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - CHENPENGYU - Standard (??????????? Magic Spotlight: Fracture) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plains

Basic Land -- Plains

({T}: Add {W}.)

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

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

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Sacred Foundry

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Saheeli's Lattice {1}{R}

Artifact

When this artifact enters, you may discard a card. If you do, draw two cards.
Craft with one or more Dinosaurs {4}{R} ({4}{R}, Exile this artifact, Exile one or more Dinosaurs you control and/or Dinosaur cards from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

- - - BACK FACE - - -

Mastercraft Raptor

Artifact Creature -- Dinosaur

Mastercraft Raptor's power is equal to the total power of the exiled cards used to craft it.

*/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Saheeli's Lattice (1)(R)

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Craft with one or more Dinosaurs {4}{R} ({4}{R}, Exile this artifact, Exile one or more Dinosaurs you control and/or Dinosaur cards from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

- - - BACK FACE - - -

Mastercraft Raptor

Artifact Creature -- Dinosaur

Mastercraft Raptor's power is equal to the total power of the exiled cards used to craft it.

***/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spring-Loaded Sawblades (1)(W)

Artifact

Flash
When this artifact enters, it deals 5 damage to target tapped creature an opponent controls.
Craft with artifact {3}{W} ({3}{W}, Exile this artifact, Exile another artifact you control or an artifact card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

- - - BACK FACE - - -

Bladewheel Chariot

Artifact -- Vehicle

Tap two other untapped artifacts you control: This Vehicle becomes an artifact creature until end of turn.
Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunbillow Verge

Land

{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {R}. Activate only if you control a Mountain or a Plains.

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Sundown Pass

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped unless you control two or more other lands.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

United Battlefront {3}{W}

Sorcery

Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Weapons Manufacturing {1}{R}

Enchantment

Whenever a nontoken artifact you control enters, create a colorless artifact token named Munitions with "When this token leaves the battlefield, it deals 2 damage to any target."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Weapons Manufacturing {1}{R}

Enchantment

Whenever a nontoken artifact you control enters, create a colorless artifact token named Munitions with "When this token leaves the battlefield, it deals 2 damage to any target."

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Authority of the Consuls {W}

Enchantment

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Judgment {2}{W}{W}

Sorcery

Destroy all creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Judgment {2}{W}{W}

Sorcery

Destroy all creatures.

[sideboard]

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Seam Rip {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seam Rip {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tezzeret, Cruel Captain {3}

Legendary Planeswalker -- Tezzeret

Whenever an artifact you control enters, put a loyalty counter on Tezzeret.
[0]: Untap target artifact or creature. If it's an artifact creature, put a +1/+1 counter on it.
[-3]: Search your library for an artifact card with mana value 1 or less, reveal it, put it into your hand, then shuffle.
[-7]: You get an emblem with "At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it's not a creature, it becomes a 0/0 Robot artifact creature."

[sideboard]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tezzeret, Cruel Captain {3}

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[sideboard]

L 4

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[sideboard]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torch the Tower {R}

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torch the Tower {R}

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Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - CHENPENGYU - Standard (??????????? Magic Spotlight: Fracture) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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Torch the Tower (R)

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

[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

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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