

Legendary Artifact

You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.

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Sorcery

Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.

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Artifact Creature -- Beast

Sacrifice an artifact: Put a +1/+1 counter on this creature.

Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)

0/0

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<div> <div>Arcbound Ravager2</div> <div>Artifact Creature -- Beast</div> <div> <p>Sacrifice an artifact: Put a +1/+1 counter on this creature.</p> <p>Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)</p> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Arcbound Ravager2</div> <div>Artifact Creature -- Beast</div> <div> <p>Sacrifice an artifact: Put a +1/+1 counter on this creature.</p> <p>Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)</p> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Boseiju, Who Endures</div> <div>Legendary Land</div> <div> <p>{T}: Add {G}.</p> <p>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Boseiju, Who Endures</div> <div>Legendary Land</div> <div> <p>{T}: Add {G}.</p> <p>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Branching Evolution26</div> <div>Enchantment</div> <div> <p>If one or more +1/+1 counters would be put on a creature you control, twice that many +1/+1 counters are put on that creature instead.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Bridgeworks Battle26</div> <div>Sorcery</div> <div> <p>Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)</p> </div> <div>----- BACK FACE -----</div> <div> <div>Tanglespan Bridgeworks</div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p> <p>{T}: Add {G}.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Bridgeworks Battle26</div> <div>Sorcery</div> <div> <p>Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)</p> </div> <div>----- BACK FACE -----</div> <div> <div>Tanglespan Bridgeworks</div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p> <p>{T}: Add {G}.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Echoing Deep</div> <div>Land -- Cave</div> <div> <p>You may have this land enter tapped as a copy of any land card in a graveyard, except it's a Cave in addition to its other types.</p> <p>{T}: Add {C}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Phyrexian Tower <hr/> Legendary Land <hr/> {T}: Add {C}. {T}, Sacrifice a creature: Add {B}{B}.	Pithing Needle ① <hr/> Artifact <hr/> As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.	Revitalizing Repast 6/6 <hr/> Instant <hr/> Put a +1/+1 counter on target creature. It gains indestructible until end of turn. <div> ----- BACK FACE ----- </div> Old-Growth Grove <hr/> Land <hr/> This land enters tapped. {T}: Add {B} or {G}.	Shadowspear ① <hr/> Legendary Artifact -- Equipment <hr/> Equipped creature gets +1/+1 and has trample and lifelink. {1}: Permanents your opponents control lose hexproof and indestructible until end of turn. Equip {2}
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Springleaf Drum ① <hr/> Artifact <hr/> {T}, Tap an untapped creature you control: Add one mana of any color.	The Ozolith ① <hr/> Legendary Artifact <hr/> Whenever a creature you control leaves the battlefield, if it had counters on it, put those counters on The Ozolith. At the beginning of combat on your turn, if The Ozolith has counters on it, you may move all counters from The Ozolith onto target creature.	Urza's Saga <hr/> Enchantment Land -- Urza's Saga <hr/> (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.	Urza's Saga <hr/> Enchantment Land -- Urza's Saga <hr/> (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.
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Zabaz, the Glimmerwasp ① Legendary Artifact Creature -- Insect <hr/> Modular 1 If a modular triggered ability would put one or more +1/+1 counters on a creature you control, that many plus one +1/+1 counters are put on it instead. {R}: Destroy target artifact you control. {W}: Zabaz gains flying until end of turn. <div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zabaz, the Glimmerwasp ① Legendary Artifact Creature -- Insect <hr/> Modular 1 If a modular triggered ability would put one or more +1/+1 counters on a creature you control, that many plus one +1/+1 counters are put on it instead. {R}: Destroy target artifact you control. {W}: Zabaz gains flying until end of turn. <div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zabaz, the Glimmerwasp ① Legendary Artifact Creature -- Insect <hr/> Modular 1 If a modular triggered ability would put one or more +1/+1 counters on a creature you control, that many plus one +1/+1 counters are put on it instead. {R}: Destroy target artifact you control. {W}: Zabaz gains flying until end of turn. <div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zabaz, the Glimmerwasp ① Legendary Artifact Creature -- Insect <hr/> Modular 1 If a modular triggered ability would put one or more +1/+1 counters on a creature you control, that many plus one +1/+1 counters are put on it instead. {R}: Destroy target artifact you control. {W}: Zabaz gains flying until end of turn. <div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Damping Sphere ② Artifact <hr/> If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Damping Sphere ② Artifact <hr/> If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Damping Sphere ② Artifact <hr/> If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Dismember ①BPBP Instant <hr/> ({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> Dismember <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div>Instant</div> <div> ({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Disruptor Flute <div> <div>2</div> </div> </div> <div>Artifact</div> <div> Flash As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Grafddigger's Cage <div> <div>1</div> </div> </div> <div>Artifact</div> <div> Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Pick Your Poison <div> <div>6</div> </div> </div> <div>Sorcery</div> <div> Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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<div> Thief of Existence 1C6 </div> <div> Creature -- Eldrazi </div> <div> <p>Devoid (This card has no color.) When you cast this spell, exile up to one target noncreature, nonland permanent an opponent controls with mana value 4 or less. If you do, Thief of Existence gains "When this creature leaves the battlefield, target opponent draws a card."</p> <p>[sideboard]</p> </div> <div> <div>3/4</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Vexing Bauble 1 </div> <div> Artifact </div> <div> <p>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Void Mirror 2 </div> <div> Artifact </div> <div> <p>Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell.</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	