

<div> Dauthi Voidwalker (B)(B) </div> <div> Creature -- Dauthi Rogue </div> <div> <p>Shadow (This creature can block or be blocked by only creatures with shadow.)</p> <p>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.</p> <p>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.</p> </div> <div> <div>3/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Dauthi Voidwalker (B)(B) </div> <div> Creature -- Dauthi Rogue </div> <div> <p>Shadow (This creature can block or be blocked by only creatures with shadow.)</p> <p>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.</p> <p>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.</p> </div> <div> <div>3/2</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Demolition Field </div> <div> Land </div> <div> <p>{T}: Add {C}.</p> <p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Demolition Field </div> <div> Land </div> <div> <p>{T}: Add {C}.</p> <p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
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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.

L 5

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Legendary Land

Each land is a Swamp in addition to its other land types.

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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.

[sideboard]

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8

Trample
When you cast this spell and
whenever this creature attacks,
destroy up to one target nonland
permanent. Its controller creates a
tapped Powerstone token.
Unearth {8}

[sidebar]

8/8

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②

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.

[sidebar]

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2 B B

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

[sideboard]

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<p>Leyline of the Void ②③③</p> <p>Enchantment</p> <p>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Leyline of the Void ②③③</p> <p>Enchantment</p> <p>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Pithing Needle ①</p> <p>Artifact</p> <p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sundering Titan ⑧</p> <p>Artifact Creature -- Golem</p> <p>When this creature enters or leaves the battlefield, choose a land of each basic land type, then destroy those lands.</p> <p>[sideboard]</p> <p>7/10</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>The One Ring ④</p> <p>Legendary Artifact</p> <p>Indestructible 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. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Tithing Blade ①③</p> <p>Artifact</p> <p>When this artifact enters, each opponent sacrifices a creature of their choice. Craft with creature {4}{B} ({4}{B}), Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)</p> <p>[sideboard]</p> <p>----- BACK FACE -----</p> <p>Consuming Sepulcher</p> <p>Artifact</p> <p>At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Ulamog, the Infinite Gyre ⑪</p> <p>Legendary Creature -- Eldrazi</p> <p>When you cast this spell, destroy target permanent. Indestructible Annihilator 4 (Whenever this creature attacks, defending player sacrifices four permanents of their choice.) When Ulamog is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.</p> <p>[sideboard]</p> <p>10/10</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Vexing Bauble ①</p> <p>Artifact</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div> <div>Walking Ballista</div> <div> <div> <div>X</div> <div>X</div> </div> </div> </div> <div> <div>Artifact Creature -- Construct</div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> <p>[sideboard]</p> </div> <div> <div>0/0</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Winter Moon</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <p>Players can't untap more than one nonbasic land during their untap steps.</p> <p>[sideboard]</p> </div> <div> <div></div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Wurmcoil Engine</div> <div> <div>6</div> </div> </div> <div> <div>Artifact Creature -- Phyrexian Wurm</div> <div> <p>Deathtouch, lifelink</p> <p>When this creature dies, create a 3/3 colorless Phyrexian Wurm artifact creature token with deathtouch and a 3/3 colorless Phyrexian Wurm artifact creature token with lifelink.</p> <p>[sideboard]</p> </div> <div> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	
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