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| <div><div><b>Blast Zone</b></div><div>Land</div><div><p>This land enters with a charge counter on it.</p><p>{T}: Add {C}.</p><p>{X}{X}, {T}: Put X charge counters on this land.</p><p>{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Boseiju, Who Endures</b></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Boseiju, Who Endures</b></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Boseiju, Who Endures</b></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><b>Cloudpost</b></div><div>Land -- Locus</div><div><p>This land enters tapped.</p><p>{T}: Add {C} for each Locus on the battlefield.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                            | <div><div><b>Cloudpost</b></div><div>Land -- Locus</div><div><p>This land enters tapped.</p><p>{T}: Add {C} for each Locus on the battlefield.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                              | <div><div><b>Cloudpost</b></div><div>Land -- Locus</div><div><p>This land enters tapped.</p><p>{T}: Add {C} for each Locus on the battlefield.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                              | <div><div><b>Cloudpost</b></div><div>Land -- Locus</div><div><p>This land enters tapped.</p><p>{T}: Add {C} for each Locus on the battlefield.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                              |

## Disruptor Flute

②

Artifact

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.

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## Emrakul, the Aeons Torn

15

Legendary Creature -- Eldrazi

This spell can't be countered.  
When you cast this spell, take an extra turn after this one.  
Flying, protection from spells that are one or more colors, annihilator 6  
When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.

15/15

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## Expedition Map

①

Artifact

{2}, {T}, Sacrifice this artifact:  
Search your library for a land card,  
reveal it, put it into your hand,  
then shuffle.

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## Expedition Map

①

Artifact

{2}, {T}, Sacrifice this artifact:  
Search your library for a land card,  
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## Expedition Map

①

Artifact

{2}, {T}, Sacrifice this artifact:  
Search your library for a land card,  
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| <div><div><div>Expedition Map</div><div>①</div></div><div>Artifact</div><div><div>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Eye of Ugin</div></div><div>Legendary Land</div><div><div>Colorless Eldrazi spells you cast cost {2} less to cast.<br/>{7}, {T}: Search your library for a colorless creature card, reveal it, put it into your hand, then shuffle.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div><div>{T}: Add {G}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                           | <div><div><div>Glimmerpost</div></div><div>Land -- Locus</div><div><div>When this land enters, you gain 1 life for each Locus on the battlefield.<br/>{T}: Add {C}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                      |
| <div><div><div>Glimmerpost</div></div><div>Land -- Locus</div><div><div>When this land enters, you gain 1 life for each Locus on the battlefield.<br/>{T}: Add {C}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                       | <div><div><div>Glimmerpost</div></div><div>Land -- Locus</div><div><div>When this land enters, you gain 1 life for each Locus on the battlefield.<br/>{T}: Add {C}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                | <div><div><div>Karakas</div></div><div>Legendary Land</div><div><div>{T}: Add {W}.<br/>{T}: Return target legendary creature to its owner's hand.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Karn's Sylex</div><div>③</div></div><div>Legendary Artifact</div><div><div>Karn's Sylex enters tapped. Players can't pay life to cast spells or to activate abilities that aren't mana abilities.<br/>{X}, {T}, Exile Karn's Sylex: Destroy each nonland permanent with mana value X or less. Activate only as a sorcery.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Karn's Sylex</div> <div> <div>3</div> </div> </div> <div> <div> <div>Legendary Artifact</div> <div> <div>Karn's Sylex enters tapped. Players can't pay life to cast spells or to activate abilities that aren't mana abilities.</div> <div>{X}, {T}, Exile Karn's Sylex: Destroy each nonland permanent with mana value X or less. Activate only as a sorcery.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                            | <div> <div>Karn's Sylex</div> <div> <div>3</div> </div> </div> <div> <div> <div>Legendary Artifact</div> <div> <div>Karn's Sylex enters tapped. Players can't pay life to cast spells or to activate abilities that aren't mana abilities.</div> <div>{X}, {T}, Exile Karn's Sylex: Destroy each nonland permanent with mana value X or less. Activate only as a sorcery.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                            | <div> <div>Karn's Sylex</div> <div> <div>3</div> </div> </div> <div> <div> <div>Legendary Artifact</div> <div> <div>Karn's Sylex enters tapped. Players can't pay life to cast spells or to activate abilities that aren't mana abilities.</div> <div>{X}, {T}, Exile Karn's Sylex: Destroy each nonland permanent with mana value X or less. Activate only as a sorcery.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                            | <div> <div>Karn, the Great Creator</div> <div> <div>4</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Karn</div> <div> <div>Activated abilities of artifacts your opponents control can't be activated.</div> <div>[+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.</div> <div>[-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.</div> </div> </div> <div> <div> <div>L 5</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Karn, the Great Creator</div> <div> <div>4</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Karn</div> <div> <div>Activated abilities of artifacts your opponents control can't be activated.</div> <div>[+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.</div> <div>[-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.</div> </div> </div> <div> <div> <div>L 5</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Karn, the Great Creator</div> <div> <div>4</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Karn</div> <div> <div>Activated abilities of artifacts your opponents control can't be activated.</div> <div>[+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.</div> <div>[-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.</div> </div> </div> <div> <div> <div>L 5</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Karn, the Great Creator</div> <div> <div>4</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Karn</div> <div> <div>Activated abilities of artifacts your opponents control can't be activated.</div> <div>[+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.</div> <div>[-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.</div> </div> </div> <div> <div> <div>L 5</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Kozilek's Command</div> <div> <div>X</div> <div>C</div> <div>C</div> </div> </div> <div> <div> <div>Kindred Instant -- Eldrazi</div> <div> <div>Choose two --</div> <div>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</div> <div>* Target player scries X, then draws a card.</div> <div>* Exile target creature with mana value X or less.</div> <div>* Exile up to X target cards from graveyards.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                       |

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| <div><div><div>Once Upon a Time</div><div><div>1</div><div>G</div></div></div><div>Instant</div><div>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div><div>Once Upon a Time</div><div><div>1</div><div>G</div></div></div><div>Instant</div><div>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div><div>Once Upon a Time</div><div><div>1</div><div>G</div></div></div><div>Instant</div><div>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div><div>Planar Nexus</div></div><div>Land</div><div>This land is every nonbasic land type. (Nonbasic land types include Cave, Desert, Gate, Lair, Locus, Mine, Power-Plant, Sphere, Tower, and Urza's.)<br/>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                              |

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| <b>Planar Nexus</b><br>Land<br><p>This land is every nonbasic land type. (Nonbasic land types include Cave, Desert, Gate, Lair, Locus, Mine, Power-Plant, Sphere, Tower, and Urza's.)<br/> {T}: Add {C}.<br/> {1}, {T}: Add one mana of any color.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                         | <b>Planar Nexus</b><br>Land<br><p>This land is every nonbasic land type. (Nonbasic land types include Cave, Desert, Gate, Lair, Locus, Mine, Power-Plant, Sphere, Tower, and Urza's.)<br/> {T}: Add {C}.<br/> {1}, {T}: Add one mana of any color.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                         | <b>Planar Nexus</b><br>Land<br><p>This land is every nonbasic land type. (Nonbasic land types include Cave, Desert, Gate, Lair, Locus, Mine, Power-Plant, Sphere, Tower, and Urza's.)<br/> {T}: Add {C}.<br/> {1}, {T}: Add one mana of any color.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                         | <b>Sowing Mycospawn</b> 36<br>Creature -- Eldrazi Fungus<br><p>Devoid (This card has no color.)<br/> Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)<br/> When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</p> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <b>Sowing Mycospawn</b> 36<br>Creature -- Eldrazi Fungus<br><p>Devoid (This card has no color.)<br/> Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)<br/> When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</p> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Sowing Mycospawn</b> 36<br>Creature -- Eldrazi Fungus<br><p>Devoid (This card has no color.)<br/> Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)<br/> When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</p> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Sowing Mycospawn</b> 36<br>Creature -- Eldrazi Fungus<br><p>Devoid (This card has no color.)<br/> Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)<br/> When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</p> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Surgical Extraction</b> BP<br>Instant<br><p>{B/P} can be paid with either {B} or 2 life.)<br/> Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                       |

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| <div><div>Surgical Extraction</div><div>BP</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div>Surgical Extraction</div><div>BP</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div>Surgical Extraction</div><div>BP</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div>The One Ring</div><div>4</div><div>Legendary Artifact</div><div>Indestructible<br/>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>The One Ring</div><div>4</div><div>Legendary Artifact</div><div>Indestructible<br/>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The One Ring</div><div>4</div><div>Legendary Artifact</div><div>Indestructible<br/>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The One Ring</div><div>4</div><div>Legendary Artifact</div><div>Indestructible<br/>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Tower</div><div></div><div>Land -- Urza's Tower</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                |

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| <div><div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                | <div><div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>  | <div><div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                         | <div><div><div>Wasteland</div><div>Land</div><div><div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                |
| <div><div><div>Dusk Rose Reliquary</div><div>Artifact</div><div><div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Ward {2}<br/>When this artifact enters, exile target artifact or creature an opponent controls until this artifact leaves the battlefield.</div></div></div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ensnaring Bridge</div><div>Artifact</div><div><div><div>Creatures with power greater than the number of cards in your hand can't attack.</div></div></div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Leyline of the Void</div><div>Enchantment</div><div><div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div></div></div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Leyline of the Void</div><div>Enchantment</div><div><div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div></div></div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of the Void (2)(B)(B)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mindbreak Trap (2)(U)(U)</div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Exile any number of target spells.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                       | <div><div>Mindbreak Trap (2)(U)(U)</div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Exile any number of target spells.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     |
| <div><div>Mindbreak Trap (2)(U)(U)</div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Exile any number of target spells.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div>Mindbreak Trap (2)(U)(U)</div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Exile any number of target spells.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div>Mycosynth Lattice (6)</div><div>Artifact</div><div>All permanents are artifacts in addition to their other types.<br/>All cards that aren't on the battlefield, spells, and permanents are colorless.<br/>Players may spend mana as though it were mana of any color.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ratchet Bomb (2)</div><div>Artifact</div><div>{T}: Put a charge counter on this artifact.<br/>{T}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Ratchet Bomb</div> <div>2</div> </div> <div> <div>Artifact</div> <div> { T } : Put a charge counter on this artifact.<br/> { T }, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Ratchet Bomb</div> <div>2</div> </div> <div> <div>Artifact</div> <div> { T } : Put a charge counter on this artifact.<br/> { T }, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Skysovereign, Consul Flagship</div> <div>5</div> </div> <div> <div> <div>Legendary Artifact -- Vehicle</div> <div> <div>Flying</div> <div>Whenever Skysovereign enters or attacks, it deals 3 damage to target creature or planeswalker an opponent controls.</div> <div>Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)</div> </div> <div>[sideboard]</div> </div> <div> <div>6/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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