

<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Basalt Monolith3</div><div>Artifact</div><div>This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {3}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Basalt Monolith3</div><div>Artifact</div><div>This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {3}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Basalt Monolith3</div><div>Artifact</div><div>This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {3}: Untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land. {T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land. {T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land. {T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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②

This artifact doesn't untap during your untap step.

{4}: Untap this artifact.

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.

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①

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<div><div>Lotus Petal</div><div>Artifact</div><div><div><div></div></div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div></div></div>	<div><div>Manifold Key</div><div>Artifact</div><div><div><div></div></div><div>{1}, {T}: Untap another target artifact.</div><div>{3}, {T}: Target creature can't be blocked this turn.</div></div></div>	<div><div>Manifold Key</div><div>Artifact</div><div><div><div></div></div><div>{1}, {T}: Untap another target artifact.</div><div>{3}, {T}: Target creature can't be blocked this turn.</div></div></div>	<div><div>Manifold Key</div><div>Artifact</div><div><div><div></div></div><div>{1}, {T}: Untap another target artifact.</div><div>{3}, {T}: Target creature can't be blocked this turn.</div></div></div>
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④

You may look at the top card of your library any time.

You may cast artifact spells and colorless spells from the top of your library.

{T}, Pay 1 life: Exile the top card of your library.

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④

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.

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(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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<div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Workshop</div><div>Land -- Urza's</div><div>{T}: Add {C}. Metalcraft -- {T}: Add {C} for each Urza's land you control. Activate only if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Urza's Workshop</div><div>Land -- Urza's</div><div>{T}: Add {C}. Metalcraft -- {T}: Add {C} for each Urza's land you control. Activate only if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Workshop</div><div>Land -- Urza's</div><div>{T}: Add {C}. Metalcraft -- {T}: Add {C} for each Urza's land you control. Activate only if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Vexing Bauble</div><div>Artifact</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Vexing Bauble</div><div>Artifact</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> Vexing Bauble <div>1</div> </div> <div>Artifact</div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Voltaic Key <div>1</div> </div> <div>Artifact</div> <div> {1}, {T}: Untap target artifact. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Voltaic Key <div>1</div> </div> <div>Artifact</div> <div> {1}, {T}: Untap target artifact. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Voltaic Key <div>1</div> </div> <div>Artifact</div> <div> {1}, {T}: Untap target artifact. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Argentum Masticore <div>5</div> </div> <div>Artifact Creature -- Phyrexian Masticore</div> <div> First strike, protection from multicolored At the beginning of your upkeep, sacrifice this creature unless you discard a card. When you discard a card this way, destroy target nonland permanent an opponent controls with mana value less than or equal to the mana value of the discarded card. </div> <div> [sideboard] </div> <div> <div>5/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Ensnaring Bridge <div>3</div> </div> <div>Artifact</div> <div> Creatures with power greater than the number of cards in your hand can't attack. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Kozilek's Command <div>XCCC</div> </div> <div>Kindred Instant -- Eldrazi</div> <div> Choose two -- * Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." * Target player scries X, then draws a card. * Exile target creature with mana value X or less. * Exile up to X target cards from graveyards. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Kozilek's Command <div>XCCC</div> </div> <div>Kindred Instant -- Eldrazi</div> <div> Choose two -- * Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." * Target player scries X, then draws a card. * Exile target creature with mana value X or less. * Exile up to X target cards from graveyards. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div> <div>Lion's Eye Diamond⑥</div> <div>Artifact</div> <div>Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Mycosynth Lattice⑥</div> <div>Artifact</div> <div>All permanents are artifacts in addition to their other types. All cards that aren't on the battlefield, spells, and permanents are colorless. 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>Paradox Engine⑤</div> <div>Legendary Artifact</div> <div>Whenever you cast a spell, untap all nonland permanents you control.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Spatial Contortion①③</div> <div>Instant</div> <div>(C represents colorless mana.) Target creature gets +3/-3 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
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Walking Ballista



Artifact Creature -- Construct

This creature enters with X +1/+1 counters on it.
{4}: Put a +1/+1 counter on this creature.
Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

[sideboard]

0/0

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Wastescape Battlemage



Creature -- Eldrazi Wizard

Kicker {G} and/or {1}{U}
When you cast this spell, if it was kicked with its {G} kicker, exile target artifact or enchantment an opponent controls.
When you cast this spell, if it was kicked with its {1}{U} kicker, return target creature an opponent controls to its owner's hand.

[sideboard]

2/2

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[sideboard]

2/2

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