

## Ancient Tomb

Land

**{T}: Add {C}{C}. This land deals 2 damage to you.**

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## Black Lotus

①

Artifact

{T}, Sacrifice this artifact: Add three mana of any one color.

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## Bojuka Bog

Land

This land enters tapped.  
When this land enters, exile target  
player's graveyard.  
{T}: Add {B}.

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## Chalice of the Void

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Artifact

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.

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## Crucible of Worlds

③

Artifact

You may play lands from your graveyard.

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③

You may play lands from your graveyard.

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## Land

```
{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target land. Its controller may
search their library for a basic
land card, put it onto the
battlefield, then shuffle.
```

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⑤

When Golos enters, you may search your library for a land card, put that card onto the battlefield tapped, then shuffle.

{2}{W}{U}{B}{R}{G}: Exile the top three cards of your library. You may play them this turn without paying their mana costs.

3/5

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⑤

When Golos enters, you may search your library for a land card, put that card onto the battlefield tapped, then shuffle.

{2}{W}{U}{B}{R}{G}: Exile the top three cards of your library. You may play them this turn without paying their mana costs.

3/5

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5

When Golos enters, you may search your library for a land card, put that card onto the battlefield tapped, then shuffle.

**{2}{W}{U}{B}{R}{G}**: Exile the top three cards of your library. You may play them this turn without paying their mana costs.

3/5

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## Legendary Land

At the beginning of your upkeep, if you control three or more artifacts, you gain 1 life.

{T}: Add {C}.

{4}, {T}, Sacrifice Inventors' Fair: Search your library for an artifact card, reveal it, put it into your hand, then shuffle. Activate only if you control three or more artifacts.

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## Legendary Land

```
{T}: Add {W}.
{T}: Return target legendary
creature to its owner's hand.
```

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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.

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| <div>Lodestone Golem④</div> <div>Artifact Creature -- Golem</div> <div>Nonartifact spells cost {1} more to cast.</div> <div>5/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mana Crypt⑥</div> <div>Artifact</div> <div>At the beginning of your upkeep, flip a coin. If you lose the flip, this artifact deals 3 damage to you.<br/>{T}: Add {C}{C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mana Vault①</div> <div>Artifact</div> <div>This artifact doesn't untap during your untap step.<br/>At the beginning of your upkeep, you may pay {4}. If you do, untap this artifact.<br/>At the beginning of your draw step, if this artifact is tapped, it deals 1 damage to you.<br/>{T}: Add {C}{C}{C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mishra's Workshop</div> <div>Land</div> <div>{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Mishra's Workshop</div> <div>Land</div> <div>{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>             | <div>Mishra's Workshop</div> <div>Land</div> <div>{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                           | <div>Mishra's Workshop</div> <div>Land</div> <div>{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                             | <div>Mox Emerald⑥</div> <div>Artifact</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                      |

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| <div><div>Mox Jet</div><div>Artifact</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                            | <div><div>Mox Pearl</div><div>Artifact</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                        | <div><div>Mox Ruby</div><div>Artifact</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                         | <div><div>Mox Sapphire</div><div>Artifact</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                     |
| <div><div>Mystic Forge</div><div>Artifact</div><div>You may look at the top card of your library any time.<br/>You may cast artifact spells and colorless spells from the top of your library.<br/>{T}, Pay 1 life: Exile the top card of your library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nettlecyst</div><div>Artifact -- Equipment</div><div>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)<br/>Equipped creature gets +1/+1 for each artifact and/or enchantment you control.<br/>Equip {2}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nettlecyst</div><div>Artifact -- Equipment</div><div>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)<br/>Equipped creature gets +1/+1 for each artifact and/or enchantment you control.<br/>Equip {2}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nettlecyst</div><div>Artifact -- Equipment</div><div>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)<br/>Equipped creature gets +1/+1 for each artifact and/or enchantment you control.<br/>Equip {2}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

②

Activated abilities of artifacts  
can't be activated.

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can't be activated.

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②

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) Whenever you cast an artifact spell, put a +1/+1 counter on this creature.

1/1

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Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) Whenever you cast an artifact spell, put a +1/+1 counter on this creature.

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②

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) Whenever you cast an artifact spell, put a +1/+1 counter on this creature.

1/1

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③

At the beginning of your upkeep,  
each player draws a card.  
Whenever an opponent draws a card,  
that player loses 1 life.

3/2

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| <div><div><div>Scrawling Crawler</div><div>Artifact Creature -- Phyrexian Construct</div><div>At the beginning of your upkeep, each player draws a card. Whenever an opponent draws a card, that player loses 1 life.</div><div>3/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Scrawling Crawler</div><div>Artifact Creature -- Phyrexian Construct</div><div>At the beginning of your upkeep, each player draws a card. Whenever an opponent draws a card, that player loses 1 life.</div><div>3/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Sol Ring</div><div>Artifact</div><div>{T}: Add {C}{C}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                          | <div><div><div>Sphere of Resistance</div><div>Artifact</div><div>Spells cost {1} more to cast.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                   |
| <div><div><div>Sphere of Resistance</div><div>Artifact</div><div>Spells cost {1} more to cast.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                      | <div><div><div>Sphere of Resistance</div><div>Artifact</div><div>Spells cost {1} more to cast.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                      | <div><div><div>Sphere of Resistance</div><div>Artifact</div><div>Spells cost {1} more to cast.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Stonecoil Serpent</div><div>Artifact Creature -- Snake</div><div>Reach, trample, protection from multicolored<br/>This creature enters with X +1/+1 counters on it.</div><div>0/0</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

(X)

Reach, trample, protection from multicolored  
This creature enters with X +1/+1 counters on it.

0/0

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(X)

Reach, trample, protection from multicolored  
This creature enters with X +1/+1 counters on it.

0/0

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Land

```
{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target land.
```

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②

```
Noncreature spells cost {1} more to
cast.
```

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## Legendary Land

**{T}: Add {U} for each artifact you control.**

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③

As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost  $\{1\}\{B\}$  to cast costs  $\{2\}\{B\}$  to cast instead.)

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## Enchantment Land -- Urza's Saga

```
(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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```
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.
```

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| <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         |
| <div><div>Dismember<div>1BPBP</div></div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dismember<div>1BPBP</div></div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Grafdigger's Cage<div>1</div></div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield.<br/>Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Grafdigger's Cage<div>1</div></div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield.<br/>Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div><b>Karakas</b></div><div>Legendary Land</div><div><div><div>{T}: Add {W}.</div><div>{T}: Return target legendary creature to its owner's hand.</div></div><div>[sideboard]</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                    | <div><div><div><b>Leyline of the Void</b> 2B B</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.</div><div>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div></div><div>[sideboard]</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Leyline of the Void</b> 2B B</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.</div><div>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div></div><div>[sideboard]</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Leyline of the Void</b> 2B B</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.</div><div>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div></div><div>[sideboard]</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div><b>Leyline of the Void</b> 2B B</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.</div><div>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div></div><div>[sideboard]</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Mindbreak Trap</b> 2U U</div><div>Instant -- Trap</div><div><div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.</div><div>Exile any number of target spells.</div></div><div>[sideboard]</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                 | <div><div><div><b>Mindbreak Trap</b> 2U U</div><div>Instant -- Trap</div><div><div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.</div><div>Exile any number of target spells.</div></div><div>[sideboard]</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                 | <div><div><div><b>Pithing Needle</b> 1</div><div>Artifact</div><div><div><div>As this artifact enters, choose a card name.</div><div>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div></div><div>[sideboard]</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                       |

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| <div> <div>The Tabernacle at Pendrell Vale</div> <div> <div>Legendary Land</div> <div> All creatures have "At the beginning of your upkeep, destroy this creature unless you pay {1}."</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Wurmcoil Engine</div> <div> <div>Artifact Creature -- Phyrexian Wurm</div> <div> <div> Deathtouch, lifelink<br/> 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.</div> <div>[sideboard]</div> </div> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Wurmcoil Engine</div> <div> <div>Artifact Creature -- Phyrexian Wurm</div> <div> <div> Deathtouch, lifelink<br/> 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.</div> <div>[sideboard]</div> </div> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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