

<div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Colossus Hammer</div><div>Artifact -- Equipment</div><div>Equipped creature gets +10/+10 and loses flying. Equip {8} ({8}: Attach to target creature you control. Equip only as a sorcery.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Colossus Hammer</div><div>Artifact -- Equipment</div><div>Equipped creature gets +10/+10 and loses flying. Equip {8} ({8}: Attach to target creature you control. Equip only as a sorcery.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Colossus Hammer</div><div>Artifact -- Equipment</div><div>Equipped creature gets +10/+10 and loses flying. Equip {8} ({8}: Attach to target creature you control. Equip only as a sorcery.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Colossus Hammer</div><div>Artifact -- Equipment</div><div>Equipped creature gets +10/+10 and loses flying. Equip {8} ({8}: Attach to target creature you control. Equip only as a sorcery.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

② ③

When this Equipment enters, cloak the top card of your library, then attach this Equipment to it. (To cloak a card, put it onto the battlefield face down as a 2/2 creature with ward {2}. Turn it face up any time for its mana cost if it's a creature card.) Equipped creature gets +1/+0 and can't be blocked.

{1}{U}: Return this Equipment to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

W

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

When this enchantment enters, return target Equipment card from your graveyard to the battlefield. During your turn, you may activate equip abilities any time you could cast an instant. You may pay {0} rather than pay the equip cost of the first equip ability you activate during each of your turns.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

($\{T\}$: Add $\{W\}$ or $\{U\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

((T): Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Inkmoth Nexus</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 1/1 Phyrexian Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Inkmoth Nexus</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 1/1 Phyrexian Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Inkmoth Nexus</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 1/1 Phyrexian Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Lavaspur Boots</div><div>Artifact -- Equipment</div><div><div>Equipped creature gets +1/+0 and has haste and ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)</div><div>Equip {1}</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Marsh Flats</div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Marsh Flats</div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Marsh Flats</div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Memnite</div><div>Artifact Creature -- Construct</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <div><div>1/1</div></div>

<div><div>Memnite</div><div>Artifact Creature -- Construct</div><div></div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ornithopter</div><div>Artifact Creature -- Thopter</div><div>Flying</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ornithopter</div><div>Artifact Creature -- Thopter</div><div>Flying</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ornithopter</div><div>Artifact Creature -- Thopter</div><div>Flying</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Ornithopter</div><div>Artifact Creature -- Thopter</div><div>Flying</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div></div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div></div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div></div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Plains

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Puresteel Paladin

WW

Creature -- Human Knight

Whenever an Equipment you control enters, you may draw a card.
Metalcraft -- Equipment you control have equip {0} as long as you control three or more artifacts.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Puresteel Paladin

WW

Creature -- Human Knight

Whenever an Equipment you control enters, you may draw a card.
Metalcraft -- Equipment you control have equip {0} as long as you control three or more artifacts.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Puresteel Paladin

WW

Creature -- Human Knight

Whenever an Equipment you control enters, you may draw a card.
Metalcraft -- Equipment you control have equip {0} as long as you control three or more artifacts.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Puresteel Paladin

WW

Creature -- Human Knight

```
Whenever an Equipment you control
enters, you may draw a card.
Metalcraft -- Equipment you control
have equip {0} as long as you
control three or more artifacts.
```

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seachrome Coast

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seachrome Coast

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadowspear

①

Legendary Artifact -- Equipment

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

<div><div>Sigarda's Aid</div><div>Enchantment</div><div>You may cast Aura and Equipment spells as though they had flash. Whenever an Equipment you control enters, you may attach it to target creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sigarda's Aid</div><div>Enchantment</div><div>You may cast Aura and Equipment spells as though they had flash. Whenever an Equipment you control enters, you may attach it to target creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sigarda's Aid</div><div>Enchantment</div><div>You may cast Aura and Equipment spells as though they had flash. Whenever an Equipment you control enters, you may attach it to target creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sigarda's Aid</div><div>Enchantment</div><div>You may cast Aura and Equipment spells as though they had flash. Whenever an Equipment you control enters, you may attach it to target creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Springleaf Drum</div><div>Artifact</div><div>{T}, Tap an untapped creature you control: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Springleaf Drum</div><div>Artifact</div><div>{T}, Tap an untapped creature you control: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Springleaf Drum</div><div>Artifact</div><div>{T}, Tap an untapped creature you control: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Steelshaper's Gift</div><div>Sorcery</div><div>Search your library for an Equipment card, reveal that card, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Stoneforge Mystic<div>1W</div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle. {1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Stoneforge Mystic<div>1W</div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle. {1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Stoneforge Mystic<div>1W</div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle. {1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Stoneforge Mystic<div>1W</div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle. {1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div>Surge of Salvation<div>W</div><div>Instant</div><div>You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Surge of Salvation<div>W</div><div>Instant</div><div>You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Surge of Salvation<div>W</div><div>Instant</div><div>You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Surge of Salvation<div>W</div><div>Instant</div><div>You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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 PLAY botbox.dev</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 PLAY botbox.dev</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 PLAY botbox.dev</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 PLAY botbox.dev</div>
<div>Disruptor Flute ②</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>Disruptor Flute ②</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>Drannith Magistrate ①W</div> <div>Creature -- Human Wizard</div> <div>Your opponents can't cast spells from anywhere other than their hands.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Drannith Magistrate ①W</div> <div>Creature -- Human Wizard</div> <div>Your opponents can't cast spells from anywhere other than their hands.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Drannith Magistrate (1)(W) Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. [sideboard] <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Magistrate (1)(W) Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. [sideboard] <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pithing Needle (1) Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pithing Needle (1) Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Prismatic Ending (X)(W) Sorcery Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prismatic Ending (X)(W) Sorcery Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Progenitus (1) Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce (U) Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell
unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell
unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell
unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev