

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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①

Artifact -- Equipment

Equipped creature gets +10/+10 and loses flying.
Equip {8} ({8}: Attach to target creature you control. Equip only as a sorcery.)

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②③

Artifact -- Equipment

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.

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<div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Giver of Runes</div><div>Creature -- Kor Cleric</div><div>{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Giver of Runes</div><div>Creature -- Kor Cleric</div><div>{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Giver of Runes</div><div>Creature -- Kor Cleric</div><div>{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Giver of Runes</div><div>Creature -- Kor Cleric</div><div>{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Hallowed Fountain

Land -- Plains Island

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

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Inkmoth Nexus

Land

{T}: Add {C}.
{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.)

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Lavaspur Boots

①

Artifact -- Equipment

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}.)
Equip {1}

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Nadu, Winged Wisdom ①G③U

1 G U

Legendary Creature -- Bird Wizard

Flying
Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn."

3/4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying

0/2

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Equipped creature has "{T}: Add one
mana of any color."
Equip {1}
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$$(\{T\}: \text{Add } \{W\}.)$$

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<div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Puresteel Paladin</div> <div>Creature -- Human Knight</div> <div>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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Puresteel Paladin</div> <div>Creature -- Human Knight</div> <div>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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Puresteel Paladin</div> <div>Creature -- Human Knight</div> <div>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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Puresteel Paladin</div> <div>Creature -- Human Knight</div> <div>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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Shadowspear</div> <div>Legendary Artifact -- Equipment</div> <div>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}</div> <div>1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Shuko</div> <div>Artifact -- Equipment</div> <div>Equipped creature gets +1/+0. Equip {0} ({0}: Attach to target creature you control. Equip only as a sorcery.)</div> <div>1</div> <div>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>W</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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>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><div>1</div><div>W</div></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><div>1</div><div>W</div></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><div>1</div><div>W</div></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><div>1</div><div>W</div></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>Temple Garden<div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Temple Garden<div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div>Urza's Saga<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>Urza's Saga<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>

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<div>Consign to Memory</div> <div>Instant</div> <div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Consign to Memory</div> <div>Instant</div> <div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Consign to Memory</div> <div>Instant</div> <div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Haywire Mite</div> <div>Artifact Creature -- Insect</div> <div>When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div>March of Otherworldly Light</div><div>XW</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>March of Otherworldly Light</div><div>XW</div><div>Instant</div><div>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Pithing Needle</div><div>1</div><div>Artifact</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Pithing Needle</div><div>1</div><div>Artifact</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Sanctifier en-Vec</div><div>WW</div><div>Creature -- Human Cleric</div><div>Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sanctifier en-Vec</div><div>WW</div><div>Creature -- Human Cleric</div><div>Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sanctifier en-Vec</div><div>WW</div><div>Creature -- Human Cleric</div><div>Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spell Pierce</div><div>U</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div> Spell Pierce U </div> <div> Instant </div> <div> Counter target noncreature spell unless its controller pays {2}. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Surge of Salvation 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> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Surge of Salvation 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> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	