## Ashnod's Altar 3

Artifact

Sacrifice a creature: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

Sacrifice a creature: Add {C}{C}.

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Artifact

Sacrifice a creature: Add {C}{C}.

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## Barrels of Blasting Jelly 1

Artifact

{1}: Add one mana of any color. Activate only once each turn.
{5}, {T}, Sacrifice this artifact: It deals 5 damage to target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Barrels of Blasting Jelly 1

Artifact

{1}: Add one mana of any color. Activate only once each turn.
{5}, {T}, Sacrifice this artifact: It deals 5 damage to target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blood Fountain B

Artifact

When this artifact enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")
{3}{B}, {T}, Sacrifice this artifact: Return up to two target creature cards from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Bonder's Ornament 3

Artifact

{T}: Add one mana of any color.
{4}, {T}: Each player who controls a permanent named Bonder's Ornament draws a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Candy Trail 1

Artifact -- Food Clue

When this artifact enters, scry 2.
{2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Candy Trail 1

Artifact -- Food Clue

When this artifact enters, scry 2.
{2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Chromatic Star 1

Artifact

{1}, {T}, Sacrifice this artifact: Add one mana of any color.
When this artifact is put into a graveyard from the battlefield, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Chromatic Star 1

Artifact

{1}, {T}, Sacrifice this artifact: Add one mana of any color.
When this artifact is put into a graveyard from the battlefield, draw a card.

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## Conduit Pylons

Land -- Desert

When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{T}: Add {C}.
{1}, {T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Conduit Pylons

Land -- Desert

When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{T}: Add {C}.
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**Eviscerator's Insight** {1}{B}

Instant

As an additional cost to cast this spell, sacrifice an artifact or creature.
Draw two cards.
Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Eviscerator's Insight** {1}{B}

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As an additional cost to cast this spell, sacrifice an artifact or creature.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**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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## Fangren Marauder {5}{G}

Creature -- Beast

Whenever an artifact is put into a graveyard from the battlefield, you may gain 5 life.

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Fangren Marauder {5}{G}

Creature -- Beast

Whenever an artifact is put into a graveyard from the battlefield, you may gain 5 life.

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Golem Foundry {3}

Artifact

Whenever you cast an artifact spell, you may put a charge counter on this artifact.
Remove three charge counters from this artifact: Create a 3/3 colorless Golem artifact creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Artifact

Whenever you cast an artifact spell, you may put a charge counter on this artifact.
Remove three charge counters from this artifact: Create a 3/3 colorless Golem artifact creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Haunted Fengraf

Land

{T}: Add {C}.
{3}, {T}, Sacrifice this land: Return a creature card at random from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Sasacrate - Golem Foundry Combo (Pauper Montelago Celtic Fest 2026)** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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## Malevolent Rumble {1}{G}

Sorcery

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Myr Kinsmith {4}

Artifact Creature -- Myr

When this creature enters, you may search your library for a Myr card, reveal it, put it into your hand, then shuffle.

**3/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Myr Kinsmith {4}

Artifact Creature -- Myr

When this creature enters, you may search your library for a Myr card, reveal it, put it into your hand, then shuffle.

**3/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Myr Retriever {2}

Artifact Creature -- Myr

When this creature dies, return another target artifact card from your graveyard to your hand.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Myr Retriever {2}

Artifact Creature -- Myr

When this creature dies, return another target artifact card from your graveyard to your hand.

**1/1**

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## Myr Retriever (2)

Artifact Creature -- Myr

When this creature dies, return another target artifact card from your graveyard to your hand.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Myr Retriever (2)

Artifact Creature -- Myr

When this creature dies, return another target artifact card from your graveyard to your hand.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Prophetic Prism (2)

Artifact

When this artifact enters, draw a card.
{1}, {T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

When this artifact enters, draw a card.
{1}, {T}: Add one mana of any color.

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Artifact

When this artifact enters, draw a card.
{1}, {T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Urza's Mine

Land -- Urza's Mine

{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Urza's Mine

Land -- Urza's Mine

{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.

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Land -- Urza's Mine

{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Urza's Power Plant

Land -- Urza's Power-Plant

{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Urza's Power Plant

Land -- Urza's Power-Plant

{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Urza's Power Plant

Land -- Urza's Power-Plant

{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Urza's Power Plant

Land -- Urza's Power-Plant

{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Urza's Tower

Land -- Urza's Tower

{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Urza's Tower

Land -- Urza's Tower

{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Urza's Tower

Land -- Urza's Tower

{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Sasacrate - Golem Foundry Combo (Pauper Montelago Celtic Fest 2026)** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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## Urza's Tower

Land -- Urza's Tower

{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Weather the Storm 1G

Instant

You gain 3 life.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

You gain 3 life.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Weather the Storm 1G

Instant

You gain 3 life.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ancient Grudge 1R

Instant

Destroy target artifact.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ancient Grudge 1R

Instant

Destroy target artifact.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Blood Fountain B

Artifact

When this artifact enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")
{3}{B}, {T}, Sacrifice this artifact: Return up to two target creature cards from your graveyard to your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Bramble Wurm 6G

Creature -- Wurm

Reach, trample
When this creature enters, you gain 5 life.
{2}{G}, Exile this card from your graveyard: You gain 5 life.

[sideboard]

**7/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Bramble Wurm {6}{G}

Creature -- Wurm

Reach, trample
When this creature enters, you gain 5 life.
{2}{G}, Exile this card from your graveyard: You gain 5 life.

[sideboard]

**7/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Bramble Wurm {6}{G}

Creature -- Wurm

Reach, trample
When this creature enters, you gain 5 life.
{2}{G}, Exile this card from your graveyard: You gain 5 life.

[sideboard]

**7/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Call Damage Control {1}{G}

Sorcery

Choose up to two. Return those cards from your graveyard to your hand.
* Target artifact card.
* Target creature card.
* Target enchantment card.
* Target land card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Call Damage Control {1}{G}

Sorcery

Choose up to two. Return those cards from your graveyard to your hand.
* Target artifact card.
* Target creature card.
* Target enchantment card.
* Target land card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Moment's Peace {1}{G}

Instant

Prevent all combat damage that would be dealt this turn.
Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Prevent all combat damage that would be dealt this turn.
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[sideboard]

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Prevent all combat damage that would be dealt this turn.
Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Pulse of Murasa {2}{G}

Instant

Return target creature or land card from a graveyard to its owner's hand. You gain 6 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Pulse of Murasa (2)(G)

Instant

Return target creature or land card from a graveyard to its owner's hand. You gain 6 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Temporal Intervention (2)(B)

Sorcery

Void -- This spell costs {2} less to cast if a nonland permanent left the battlefield this turn or a spell was warped this turn.
Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Temporal Intervention (2)(B)

Sorcery

Void -- This spell costs {2} less to cast if a nonland permanent left the battlefield this turn or a spell was warped this turn.
Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.

[sideboard]

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