

Accorder's Shield Artifact -- Equipment Equipped creature gets +0/+3 and has vigilance. (Attacking doesn't cause it to tap.) Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Accorder's Shield Artifact -- Equipment Equipped creature gets +0/+3 and has vigilance. (Attacking doesn't cause it to tap.) Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Accorder's Shield Artifact -- Equipment Equipped creature gets +0/+3 and has vigilance. (Attacking doesn't cause it to tap.) Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Accorder's Shield Artifact -- Equipment Equipped creature gets +0/+3 and has vigilance. (Attacking doesn't cause it to tap.) Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Arid Mesa 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 PLAYbotbox.dev	Arid Mesa 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 PLAYbotbox.dev	Bone Saw Artifact -- Equipment Equipped creature gets +1/+0. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bone Saw Artifact -- Equipment Equipped creature gets +1/+0. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Bone Saw ⑥ Artifact -- Equipment Equipped creature gets +1/+0. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bone Saw ⑥ Artifact -- Equipment Equipped creature gets +1/+0. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cathar's Shield ⑥ Artifact -- Equipment Equipped creature gets +0/+3 and has vigilance. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cathar's Shield ⑥ Artifact -- Equipment Equipped creature gets +0/+3 and has vigilance. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cathar's Shield ⑥ Artifact -- Equipment Equipped creature gets +0/+3 and has vigilance. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cathar's Shield ⑥ Artifact -- Equipment Equipped creature gets +0/+3 and has vigilance. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elegant Parlor Land -- Mountain Plains {T}: Add {R} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Grapeshot Sorcery 1R Grapeshot deals 1 damage to any target. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hurkyl's Recall 1 U Instant Return all artifacts target player owns to their hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kite Shield 0 Artifact -- Equipment Equipped creature gets +0/+3. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kite Shield 0 Artifact -- Equipment Equipped creature gets +0/+3. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kite Shield 0 Artifact -- Equipment Equipped creature gets +0/+3. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Mox Opal ⑧ Legendary Artifact Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mox Opal ⑧ Legendary Artifact Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Noxious Revival GP Instant {G/P} can be paid with either {G} or 2 life.) Put target card from a graveyard on top of its owner's library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Noxious Revival GP Instant {G/P} can be paid with either {G} or 2 life.) Put target card from a graveyard on top of its owner's library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Paradise Mantle ⑧ Artifact -- Equipment Equipped creature has "{T}: Add one mana of any color." Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Paradise Mantle ⑧ Artifact -- Equipment Equipped creature has "{T}: Add one mana of any color." Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Paradise Mantle ⑧ Artifact -- Equipment Equipped creature has "{T}: Add one mana of any color." Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Paradise Mantle ⑧ Artifact -- Equipment Equipped creature has "{T}: Add one mana of any color." Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains ({T}: Add {W}.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Puresteel Paladin 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 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 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
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Repeal X U Instant Return target nonland permanent with mana value X to its owner's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Retract U Instant Return all artifacts you control to their owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Retract U Instant Return all artifacts you control to their owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Retract U Instant Return all artifacts you control to their owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Retract U Instant Return all artifacts you control to their owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Foundry Land -- Mountain Plains ({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sram, Senior Edificer 1 W Legendary Creature -- Dwarf Advisor Whenever you cast an Aura, Equipment, or Vehicle spell, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sram, Senior Edificer 1 W Legendary Creature -- Dwarf Advisor Whenever you cast an Aura, Equipment, or Vehicle spell, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Kappa Cannoneer 5 U Artifact Creature -- Turtle Warrior Improve (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.) Ward {4} Whenever this creature or another artifact you control enters, put a +1/+1 counter on this creature. It can't be blocked this turn. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kappa Cannoneer 5 U Artifact Creature -- Turtle Warrior Improve (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.) Ward {4} Whenever this creature or another artifact you control enters, put a +1/+1 counter on this creature. It can't be blocked this turn. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kappa Cannoneer 5 U Artifact Creature -- Turtle Warrior Improve (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.) Ward {4} Whenever this creature or another artifact you control enters, put a +1/+1 counter on this creature. It can't be blocked this turn. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kappa Cannoneer 5 U Artifact Creature -- Turtle Warrior Improve (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.) Ward {4} Whenever this creature or another artifact you control enters, put a +1/+1 counter on this creature. It can't be blocked this turn. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Sanctity 2WW Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of Sanctity 2WW Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of Sanctity 2WW Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. You have hexproof. (You can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orim's Chant W Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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