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| <div><div><b>Ancient Den</b></div><div>Artifact Land</div><div>{T}: Add {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                      | <div><div><b>Ancient Den</b></div><div>Artifact Land</div><div>{T}: Add {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                      | <div><div><b>Black Mage's Rod</b><div>1B</div></div><div>Artifact -- Equipment</div><div>Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.)<br/>Equipped creature gets +1/+0, has "Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent," and is a Wizard in addition to its other types.<br/>Equip {3}</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Black Mage's Rod</b><div>1B</div></div><div>Artifact -- Equipment</div><div>Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.)<br/>Equipped creature gets +1/+0, has "Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent," and is a Wizard in addition to its other types.<br/>Equip {3}</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div><b>Black Mage's Rod</b><div>1B</div></div><div>Artifact -- Equipment</div><div>Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.)<br/>Equipped creature gets +1/+0, has "Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent," and is a Wizard in addition to its other types.<br/>Equip {3}</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Black Mage's Rod</b><div>1B</div></div><div>Artifact -- Equipment</div><div>Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.)<br/>Equipped creature gets +1/+0, has "Whenever you cast a noncreature spell, this creature deals 1 damage to each opponent," and is a Wizard in addition to its other types.<br/>Equip {3}</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Cleansing Wildfire</b><div>1R</div></div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.<br/>Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                               | <div><div><b>Cleansing Wildfire</b><div>1R</div></div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.<br/>Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                               |

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| <div>Cleansing Wildfire 1R</div> <div>Sorcery</div> <div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Cleansing Wildfire 1R</div> <div>Sorcery</div> <div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Drossforge Bridge</div> <div>Artifact Land</div> <div>This land enters tapped. Indestructible {T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                   | <div>Drossforge Bridge</div> <div>Artifact Land</div> <div>This land enters tapped. Indestructible {T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                   |
| <div>Drossforge Bridge</div> <div>Artifact Land</div> <div>This land enters tapped. Indestructible {T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                     | <div>Drossforge Bridge</div> <div>Artifact Land</div> <div>This land enters tapped. Indestructible {T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                     | <div>Experimental Synthesizer R</div> <div>Artifact</div> <div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card. {2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Experimental Synthesizer R</div> <div>Artifact</div> <div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card. {2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div>Experimental Synthesizer (R)</div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.<br/>{2}{R}, Sacrifice this artifact:<br/>Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Experimental Synthesizer (R)</div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.<br/>{2}{R}, Sacrifice this artifact:<br/>Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Galvanic Blast (R)</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Galvanic Blast (R)</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Galvanic Blast (R)</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                  | <div><div>Galvanic Blast (R)</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                  | <div><div>Glint Hawk (W)</div><div>Creature -- Bird</div><div>Flying<br/>When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         | <div><div>Glint Hawk (W)</div><div>Creature -- Bird</div><div>Flying<br/>When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         |

W

Flying  
When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Flying  
When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Artifact Land

$$\{T\} : \text{Add } \{R\}.$$

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①

When this enchantment enters, exile target creature.

When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

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① ② W

When this enchantment enters, exile target creature.

When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

When this enchantment enters, exile target creature.

When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Flying  
When this creature enters, return a permanent you control to its owner's hand.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Flying  
When this creature enters, return a permanent you control to its owner's hand.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>Kor Skyfisher</div> <div> <div> <div>1</div> <div>W</div> </div> </div> </div> <div> <div>Creature -- Kor Soldier</div> <div> <div>Flying</div> <div>When this creature enters, return a permanent you control to its owner's hand.</div> </div> </div> <div> <div>2/3</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                      | <div> <div>Kor Skyfisher</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Soldier</div> <div> <div>Flying</div> <div>When this creature enters, return a permanent you control to its owner's hand.</div> </div> </div> <div> <div>2/3</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Lembas</div> <div> <div>2</div> </div> </div> <div> <div>Artifact -- Food</div> <div> <div>When this artifact enters, scry 1, then draw a card.</div> <div>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div> <div>When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Lembas</div> <div> <div>2</div> </div> </div> <div> <div>Artifact -- Food</div> <div> <div>When this artifact enters, scry 1, then draw a card.</div> <div>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div> <div>When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Lembas</div> <div> <div>2</div> </div> </div> <div> <div>Artifact -- Food</div> <div> <div>When this artifact enters, scry 1, then draw a card.</div> <div>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div> <div>When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Lightning Bolt</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Lightning Bolt deals 3 damage to any target.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                             | <div> <div>Lightning Bolt</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Lightning Bolt deals 3 damage to any target.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                               | <div> <div>Lightning Bolt</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Lightning Bolt deals 3 damage to any target.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                               |

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Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land - - Mountain

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.

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## Basic Land -- Plains

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Plains

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)  
Flying  
When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)  
Flying  
When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><div>Refurbished Familiar</div><div><div>3</div><div>B</div></div></div><div>Artifact Creature -- Zombie Rat</div><div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br/>Flying<br/>When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Refurbished Familiar</div><div><div>3</div><div>B</div></div></div><div>Artifact Creature -- Zombie Rat</div><div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br/>Flying<br/>When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Rustvale Bridge</div></div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                         | <div><div><div>Rustvale Bridge</div></div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                         |
| <div><div><div>Rustvale Bridge</div></div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                     | <div><div><div>Rustvale Bridge</div></div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                     | <div><div><div>Shattered Landscape</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shattered Landscape</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Shattered Landscape</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle.</div><div>Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><div><div>({T}: Add {B}.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                             | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><div><div>({T}: Add {B}.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                             | <div><div>Vault of Whispers</div><div>Artifact Land</div><div><div><div>{T}: Add {B}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                         |
| <div><div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                  | <div><div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></div></div><div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

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| <div><div>Journey to Nowhere<div><div>1W</div></div></div><div>Enchantment</div><div>When this enchantment enters, exile target creature.<br/>When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Krark-Clan Shaman<div><div>R</div></div></div><div>Creature -- Goblin Shaman</div><div>Sacrifice an artifact: This creature deals 1 damage to each creature without flying.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Navigator's Compass<div><div>1</div></div></div><div>Artifact</div><div>When this artifact enters, you gain 3 life.<br/>{T}: Until end of turn, target land you control becomes the basic land type of your choice in addition to its other types.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Navigator's Compass<div><div>1</div></div></div><div>Artifact</div><div>When this artifact enters, you gain 3 life.<br/>{T}: Until end of turn, target land you control becomes the basic land type of your choice in addition to its other types.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Navigator's Compass<div><div>1</div></div></div><div>Artifact</div><div>When this artifact enters, you gain 3 life.<br/>{T}: Until end of turn, target land you control becomes the basic land type of your choice in addition to its other types.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Pyroblast<div><div>R</div></div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div>Pyroblast<div><div>R</div></div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div>Pyroblast<div><div>R</div></div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   |

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| <div>Pyroblast</div> <div>R</div> <div>Instant</div> <div>Choose one --</div> <div>* Counter target spell if it's blue.</div> <div>* Destroy target permanent if it's blue.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thraben Charm</div> <div>1W</div> <div>Instant</div> <div>Choose one --</div> <div>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.</div> <div>* Destroy target enchantment.</div> <div>* Exile any number of target players' graveyards.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thraben Charm</div> <div>1W</div> <div>Instant</div> <div>Choose one --</div> <div>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.</div> <div>* Destroy target enchantment.</div> <div>* Exile any number of target players' graveyards.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |  |
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