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| <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         | <div><div>Ancient Tomb</div><div>Land</div><div>{T}: Add {C}{C}. This land deals 2 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         |
| <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>City of Traitors</div><div>Land</div><div>When you play another land, sacrifice this land.<br/>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Crosis's Catacombs</div> <div>Land -- Lair</div> <div>When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.<br/>{T}: Add {U}, {B}, or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Crosis's Catacombs</div> <div>Land -- Lair</div> <div>When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.<br/>{T}: Add {U}, {B}, or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Crosis's Catacombs</div> <div>Land -- Lair</div> <div>When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.<br/>{T}: Add {U}, {B}, or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Crosis's Catacombs</div> <div>Land -- Lair</div> <div>When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.<br/>{T}: Add {U}, {B}, or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                         |
| <div>Ensnaring Bridge③</div> <div>Artifact</div> <div>Creatures with power greater than the number of cards in your hand can't attack.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                           | <div>Fellwar Stone②</div> <div>Artifact</div> <div>{T}: Add one mana of any color that a land an opponent controls could produce.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                | <div>Fire Diamond②</div> <div>Artifact</div> <div>This artifact enters tapped.<br/>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                 | <div>Gemstone Mine</div> <div>Land</div> <div>This land enters with three mining counters on it.<br/>{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Gemstone Mine</b><br>Land<br>This land enters with three mining counters on it.<br>{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.<br><div>1/1</div>                                                                                                 | <b>Goblin Welder</b><br>Creature -- Goblin Artificer<br>{T}: Choose target artifact a player controls and target artifact card in that player's graveyard. If both targets are still legal as this ability resolves, that player simultaneously sacrifices the artifact and returns the artifact card to the battlefield.<br><div>1/1</div> | <b>Goblin Welder</b><br>Creature -- Goblin Artificer<br>{T}: Choose target artifact a player controls and target artifact card in that player's graveyard. If both targets are still legal as this ability resolves, that player simultaneously sacrifices the artifact and returns the artifact card to the battlefield.<br><div>1/1</div> | <b>Goblin Welder</b><br>Creature -- Goblin Artificer<br>{T}: Choose target artifact a player controls and target artifact card in that player's graveyard. If both targets are still legal as this ability resolves, that player simultaneously sacrifices the artifact and returns the artifact card to the battlefield.<br><div>1/1</div> |
| <b>Goblin Welder</b><br>Creature -- Goblin Artificer<br>{T}: Choose target artifact a player controls and target artifact card in that player's graveyard. If both targets are still legal as this ability resolves, that player simultaneously sacrifices the artifact and returns the artifact card to the battlefield.<br><div>1/1</div> | <b>Icy Manipulator</b><br>Artifact<br>{1}, {T}: Tap target artifact, creature, or land.<br><div>4</div>                                                                                                                                                                                                                                     | <b>Jeweled Amulet</b><br>Artifact<br>{1}, {T}: Put a charge counter on this artifact. Note the type of mana spent to pay this activation cost. Activate only if there are no charge counters on this artifact.<br>{T}, Remove a charge counter from this artifact: Add one mana of this artifact's last noted type.<br><div>9</div>         | <b>Jeweled Amulet</b><br>Artifact<br>{1}, {T}: Put a charge counter on this artifact. Note the type of mana spent to pay this activation cost. Activate only if there are no charge counters on this artifact.<br>{T}, Remove a charge counter from this artifact: Add one mana of this artifact's last noted type.<br><div>9</div>         |

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| <div><div><div>Karn, Silver Golem</div><div>5</div></div><div>Legendary Artifact Creature -- Golem</div><div>Whenever Karn blocks or becomes blocked, it gets -4/+4 until end of turn.<br/>{1}: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value until end of turn.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Masticore</div><div>4</div></div><div>Artifact Creature -- Masticore</div><div>At the beginning of your upkeep, sacrifice this creature unless you discard a card.<br/>{2}: This creature deals 1 damage to target creature.<br/>{2}: Regenerate this creature.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mind Stone</div><div>2</div></div><div>Artifact</div><div>{T}: Add {C}.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mind Stone</div><div>2</div></div><div>Artifact</div><div>{T}: Add {C}.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mind Stone</div><div>2</div></div><div>Artifact</div><div>{T}: Add {C}.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                  | <div><div><div>Mishra's Helix</div><div>5</div></div><div>Artifact</div><div>{X}, {T}: Tap X target lands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                   | <div><div><div>Shivan Reef</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div><div>Shivan Reef</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              |

## Shivan Reef

Land

{T}: Add {C}.  
{T}: Add {U} or {R}. This land deals  
1 damage to you.

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## Shivan Reef

Land

{T}: Add {C}.  
{T}: Add {U} or {R}. This land deals  
1 damage to you.

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## Smokestack

④

Artifact

At the beginning of your upkeep, you may put a soot counter on this artifact.

At the beginning of each player's upkeep, that player sacrifices a permanent of their choice for each soot counter on this artifact.

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## Sphere of Resistance

②

Artifact

Spells cost {1} more to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sphere of Resistance

②

Artifact

Spells cost {1} more to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sphere of Resistance

②

Artifact

Spells cost {1} more to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tangle Wire

③

Artifact

Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tangle Wire

③

Artifact

Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact.

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| <div><div><div>Tangle Wire</div><div>3</div></div><div>Artifact</div><div>Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)<br/>At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tangle Wire</div><div>3</div></div><div>Artifact</div><div>Fading 4 (This artifact enters with four fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)<br/>At the beginning of each player's upkeep, that player taps an untapped artifact, creature, or land they control for each fade counter on this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thopter Squadron</div><div>5</div></div><div>Artifact Creature -- Thopter</div><div>Flying<br/>This creature enters with three +1/+1 counters on it.<br/>{1}, Remove a +1/+1 counter from this creature: Create a 1/1 colorless Thopter artifact creature token with flying. Activate only as a sorcery.<br/>{1}, Sacrifice another Thopter: Put a +1/+1 counter on this creature. Activate only as a sorcery.</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thran Dynamo</div><div>4</div></div><div>Artifact</div><div>{T}: Add {C}{C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    |
| <div><div><div>Thran Dynamo</div><div>4</div></div><div>Artifact</div><div>{T}: Add {C}{C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                   | <div><div><div>Thran Dynamo</div><div>4</div></div><div>Artifact</div><div>{T}: Add {C}{C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                   | <div><div><div>Thran Dynamo</div><div>4</div></div><div>Artifact</div><div>{T}: Add {C}{C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                              | <div><div><div>Tinker</div><div>2U</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice an artifact. Search your library for an artifact card, put that card onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Tinker</div><div>2U</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice an artifact. Search your library for an artifact card, put that card onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tinker</div><div>2U</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice an artifact. Search your library for an artifact card, put that card onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Triskelion</div><div>6</div></div><div>Artifact Creature -- Construct</div><div>This creature enters with three +1/+1 counters on it. Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tsabo's Web</div><div>2</div></div><div>Artifact</div><div>When this artifact enters, draw a card. Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Tsabo's Web</div><div>2</div></div><div>Artifact</div><div>When this artifact enters, draw a card. Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tsabo's Web</div><div>2</div></div><div>Artifact</div><div>When this artifact enters, draw a card. Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tsabo's Web</div><div>2</div></div><div>Artifact</div><div>When this artifact enters, draw a card. Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div><div>Umbilicus</div><div>4</div></div><div>Artifact</div><div>At the beginning of each player's upkeep, that player may pay 2 life. If they don't, they return a permanent they control to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            |

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| <div><div><div><b>Umbilicus</b></div><div>Artifact</div><div>At the beginning of each player's upkeep, that player may pay 2 life. If they don't, they return a permanent they control to its owner's hand.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Winter Orb</b></div><div>Artifact</div><div>As long as this artifact is untapped, players can't untap more than one land during their untap steps.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                            | <div><div><div><b>Winter Orb</b></div><div>Artifact</div><div>As long as this artifact is untapped, players can't untap more than one land during their untap steps.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                            | <div><div><div><b>Winter Orb</b></div><div>Artifact</div><div>As long as this artifact is untapped, players can't untap more than one land during their untap steps.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                            |
| <div><div><div><b>Aura Flux</b></div><div>Enchantment</div><div>Other enchantments have "At the beginning of your upkeep, sacrifice this enchantment unless you pay {2}."</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>             | <div><div><div><b>Aura Flux</b></div><div>Enchantment</div><div>Other enchantments have "At the beginning of your upkeep, sacrifice this enchantment unless you pay {2}."</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Aura Flux</b></div><div>Enchantment</div><div>Other enchantments have "At the beginning of your upkeep, sacrifice this enchantment unless you pay {2}."</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Aura Flux</b></div><div>Enchantment</div><div>Other enchantments have "At the beginning of your upkeep, sacrifice this enchantment unless you pay {2}."</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Covetous Dragon</div><div><div>4</div><div>R</div></div></div> <div><div>Creature -- Dragon</div><div>Flying</div><div>When you control no artifacts, sacrifice this creature.</div><div>[sideboard]</div><div>6/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Crumbling Sanctuary</div><div><div>5</div></div></div> <div><div>Artifact</div><div>If damage would be dealt to a player, that player exiles that many cards from the top of their library instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Powder Keg</div><div><div>2</div></div></div> <div><div>Artifact</div><div>At the beginning of your upkeep, you may put a fuse counter on this artifact.</div><div>{T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Powder Keg</div><div><div>2</div></div></div> <div><div>Artifact</div><div>At the beginning of your upkeep, you may put a fuse counter on this artifact.</div><div>{T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div> <div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div> <div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     | <div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div> <div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                            | <div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div> <div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                            |

Rejuvenation Chamber

Artifact

Fading 2 (This artifact enters with two fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)  
{T}: You gain 2 life.

[sideboard]

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Sphere of Resistance

Artifact

Spells cost {1} more to cast.

[sideboard]

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Winter Orb

Artifact

As long as this artifact is untapped, players can't untap more than one land during their untap steps.

[sideboard]

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