

Battlefield Improvisation (1)(W) Instant Target creature gets +2/+2 until end of turn. If that creature is attacking, you may attach any number of Equipment you control to it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Improvisation (1)(W) Instant Target creature gets +2/+2 until end of turn. If that creature is attacking, you may attach any number of Equipment you control to it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Improvisation (1)(W) Instant Target creature gets +2/+2 until end of turn. If that creature is attacking, you may attach any number of Equipment you control to it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Improvisation (1)(W) Instant Target creature gets +2/+2 until end of turn. If that creature is attacking, you may attach any number of Equipment you control to it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Colossus Hammer (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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Colossus Hammer (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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Colossus Hammer (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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Colossus Hammer (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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 U

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

W

Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

When this enchantment enters, return target Equipment card from your graveyard to the battlefield. During your turn, you may activate equip abilities any time you could cast an instant. You may pay {0} rather than pay the equip cost of the first equip ability you activate during each of your turns.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

($\{T\}$: 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 PLAY botbox.dev

As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kappa Cannoneer Artifact Creature -- Turtle Warrior Improvise (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. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lavaspur Boots 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} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline Axe Artifact -- Equipment If this card is in your opening hand, you may begin the game with it on the battlefield. Equipped creature gets +1/+1 and has double strike and trample. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline Axe Artifact -- Equipment If this card is in your opening hand, you may begin the game with it on the battlefield. Equipped creature gets +1/+1 and has double strike and trample. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline Axe Artifact -- Equipment If this card is in your opening hand, you may begin the game with it on the battlefield. Equipped creature gets +1/+1 and has double strike and trample. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline Axe 4 Artifact -- Equipment If this card is in your opening hand, you may begin the game with it on the battlefield. Equipped creature gets +1/+1 and has double strike and trample. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Meticulous Archive Land -- Plains Island {T}: Add {W} or {U}.) 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 PLAYbotbox.dev	Mox Opal 6 Legendary Artifact Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Opal 6 Legendary Artifact Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Opal 6 Legendary Artifact Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mox Opal 0 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	Ornithopter 0 Artifact Creature -- Thopter Flying 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ornithopter 0 Artifact Creature -- Thopter Flying 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ornithopter 0 Artifact Creature -- Thopter Flying 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ornithopter 0 Artifact Creature -- Thopter Flying 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Puresteel Paladin (W)(W) 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 (W)(W) 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 (W)(W) 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 (W)(W) 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
Shadowspear (1) Legendary Artifact -- Equipment 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} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stoneforge Mystic (1)(W) Creature -- Kor Artificer 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stoneforge Mystic (1)(W) Creature -- Kor Artificer 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stoneforge Mystic (1)(W) Creature -- Kor Artificer 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stoneforge Mystic 1 W Creature -- Kor Artificer 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. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surge of Salvation W Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surge of Salvation W Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surge of Salvation W Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Umezawa's Jitte 2 Legendary Artifact -- Equipment Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one -- * Equipped creature gets +2/+2 until end of turn. * Target creature gets -1/-1 until end of turn. * You gain 2 life. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urza's Saga Enchantment Land -- Urza's Saga (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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urza's Saga Enchantment Land -- Urza's Saga (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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urza's Saga Enchantment Land -- Urza's Saga (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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Saga Enchantment Land -- Urza's Saga (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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Consign to Memory Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consign to Memory Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consign to Memory Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forge Anew Enchantment When this enchantment enters, return target Equipment card from your graveyard to the battlefield. During your turn, you may activate equip abilities any time you could cast an instant. You may pay {0} rather than pay the equip cost of the first equip ability you activate during each of your turns. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forge Anew 2 W Enchantment When this enchantment enters, return target Equipment card from your graveyard to the battlefield. During your turn, you may activate equip abilities any time you could cast an instant. You may pay {0} rather than pay the equip cost of the first equip ability you activate during each of your turns. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kappa Cannoneer 5 U Artifact Creature -- Turtle Warrior Improvise (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	Metallic Rebuke 2 U Instant Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.) Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Metallic Rebuke 2 U Instant Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.) Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Metallic Rebuke 2 U Instant Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.) Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Teferi, Time Raveler 1 W U Legendary Planeswalker -- Teferi Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Teferi, Time Raveler 1 W U Legendary Planeswalker -- Teferi Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vexing Bauble1 Artifact Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vexing Bauble1 Artifact Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vexing Bauble1 Artifact Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
---	---	---	--