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| <div><div><div><b>Battlefield Improvisation</b> (1)(W)</div><div>Instant</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div><div><b>Battlefield Improvisation</b> (1)(W)</div><div>Instant</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div><div><b>Battlefield Improvisation</b> (1)(W)</div><div>Instant</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div><div><b>Battlefield Improvisation</b> (1)(W)</div><div>Instant</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  |
| <div><div><div><b>Colossus Hammer</b> (1)</div><div>Artifact -- Equipment</div><div>Equipped creature gets +10/+10 and loses flying.<br/>Equip {8} ({8}): Attach to target creature you control. Equip only as a sorcery.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div><b>Colossus Hammer</b> (1)</div><div>Artifact -- Equipment</div><div>Equipped creature gets +10/+10 and loses flying.<br/>Equip {8} ({8}): Attach to target creature you control. Equip only as a sorcery.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div><b>Colossus Hammer</b> (1)</div><div>Artifact -- Equipment</div><div>Equipped creature gets +10/+10 and loses flying.<br/>Equip {8} ({8}): Attach to target creature you control. Equip only as a sorcery.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div><b>Colossus Hammer</b> (1)</div><div>Artifact -- Equipment</div><div>Equipped creature gets +10/+10 and loses flying.<br/>Equip {8} ({8}): Attach to target creature you control. Equip only as a sorcery.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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

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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.

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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

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## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

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## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

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## 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

W

{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.

1/2

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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Giver of Runes</div> <div> <div>W</div> </div> <div>Creature -- Kor Cleric</div> <div> <div>{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.</div> </div> <div> <div>1/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                | <div>Hallowed Fountain</div> <div>Land -- Plains Island</div> <div> <div>{T}: Add {W} or {U}.</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                  | <div>Inkmoth Nexus</div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{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.)</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                     | <div>Inkmoth Nexus</div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{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.)</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                     |
| <div>Inkmoth Nexus</div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{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.)</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Lavaspur Boots</div> <div> <div>1</div> </div> <div>Artifact -- Equipment</div> <div> <div>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}.)</div> <div>Equip {1}</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Leyline Axe</div> <div> <div>4</div> </div> <div>Artifact -- Equipment</div> <div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.</div> <div>Equipped creature gets +1/+1 and has double strike and trample.</div> <div>Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Leyline Axe</div> <div> <div>4</div> </div> <div>Artifact -- Equipment</div> <div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.</div> <div>Equipped creature gets +1/+1 and has double strike and trample.</div> <div>Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Leyline Axe</div> <div>4</div> </div> <div>Artifact -- Equipment</div> <div> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.</p> <p>Equipped creature gets +1/+1 and has double strike and trample.</p> <p>Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Leyline Axe</div> <div>4</div> </div> <div>Artifact -- Equipment</div> <div> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.</p> <p>Equipped creature gets +1/+1 and has double strike and trample.</p> <p>Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Meticulous Archive</div> <div></div> </div> <div>Land -- Plains Island</div> <div> <p>{T}: Add {W} or {U}.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Mox Opal</div> <div>0</div> </div> <div>Legendary Artifact</div> <div> <p>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                               |
| <div> <div>Mox Opal</div> <div>0</div> </div> <div>Legendary Artifact</div> <div> <p>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                           | <div> <div>Mox Opal</div> <div>0</div> </div> <div>Legendary Artifact</div> <div> <p>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                           | <div> <div>Mox Opal</div> <div>0</div> </div> <div>Legendary Artifact</div> <div> <p>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                    | <div> <div>Nettlecyst</div> <div>3</div> </div> <div>Artifact -- Equipment</div> <div> <p>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)</p> <p>Equipped creature gets +1/+1 for each artifact and/or enchantment you control.</p> <p>Equip {2}</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div>Ornithopter</div><div>Artifact Creature -- Thopter</div><div>Flying</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                  | <div><div>Ornithopter</div><div>Artifact Creature -- Thopter</div><div>Flying</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ornithopter</div><div>Artifact Creature -- Thopter</div><div>Flying</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ornithopter</div><div>Artifact Creature -- Thopter</div><div>Flying</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Pithing Needle</div><div>Artifact</div><div>As this artifact enters, choose a card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   |

## Plains

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

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## 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.

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## Puresteel Paladin

Creature -- Human Knight

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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.
```

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## Razorglass Ambush

Instant

Razorglass Ambush deals 3 damage to target attacking or blocking creature.

## Razorgrass Field

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.

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## Shadowspear

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}
```

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## Springleaf Drum

Artifact

{T}, Tap an untapped creature you control: Add one mana of any color.

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| <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        | <div><div>Witch Enchanter<div>3W</div></div><div>Creature -- Human Warlock</div><div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div><div>2/2</div><div>BACK FACE</div><div>Witch-Blessed Meadow</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Consign to MemoryU</div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consign to MemoryU</div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consign to MemoryU</div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consign to MemoryU</div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   |

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| <b>Cryptic Coat</b> (2)(U)<br>Artifact -- Equipment<br><hr/> 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.)<br>Equipped creature gets +1/+0 and can't be blocked.<br>{1}{U}: Return this Equipment to its owner's hand.<br><br>[sideboard]<br><br><div>1/3</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small> | <b>Drannith Magistrate</b> (1)(W)<br>Creature -- Human Wizard<br><hr/> Your opponents can't cast spells from anywhere other than their hands.<br><br>[sideboard]<br><br><div>1/3</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small>                                                                                                                                                                                              | <b>Drannith Magistrate</b> (1)(W)<br>Creature -- Human Wizard<br><hr/> Your opponents can't cast spells from anywhere other than their hands.<br><br>[sideboard]<br><br><div>1/3</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small>                                        | <b>Drannith Magistrate</b> (1)(W)<br>Creature -- Human Wizard<br><hr/> Your opponents can't cast spells from anywhere other than their hands.<br><br>[sideboard]<br><br><div>1/3</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small> |
| <b>Drannith Magistrate</b> (1)(W)<br>Creature -- Human Wizard<br><hr/> Your opponents can't cast spells from anywhere other than their hands.<br><br>[sideboard]<br><br><div>1/3</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small>                                                                                                                                                                                                                                                                                            | <b>Ghost Vacuum</b> (1)<br>Artifact<br><hr/> {T}: Exile target card from a graveyard.<br>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.<br><br>[sideboard]<br><br><div>1/3</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small> | <b>Grafdigger's Cage</b> (1)<br>Artifact<br><hr/> Creature cards in graveyards and libraries can't enter the battlefield.<br>Players can't cast spells from graveyards or libraries.<br><br>[sideboard]<br><br><div>1/3</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small> | <b>Hushbringer</b> (1)(W)<br>Creature -- Faerie<br><hr/> Flying, lifelink<br>Creatures entering or dying don't cause abilities to trigger.<br><br>[sideboard]<br><br><div>1/2</div><br><small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</small>    |

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| <p><b>March of Otherworldly Light</b> (X)(W)</p> <p>Instant</p> <p>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>March of Otherworldly Light</b> (X)(W)</p> <p>Instant</p> <p>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Surge of Salvation</b> (W)</p> <p>Instant</p> <p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> |  |
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