

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	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 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	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
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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.

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Grapeshot

① R

Sorcery

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.)

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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.

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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.

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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.

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Hurky1's Recall

① ②

Instant

Return all artifacts target player owns to their hand.

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Kite Shield

①

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

①

Artifact -- Equipment

Equipped creature gets +0/+3.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

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Kite Shield ⑥ 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 ⑥ 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	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 PLAY botbox.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 PLAY botbox.dev
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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 PLAYbotbox.dev	Paradise Mantle 0 Artifact -- Equipment Equipped creature has "{T}": Add one mana of any color." Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Paradise Mantle 0 Artifact -- Equipment Equipped creature has "{T}": Add one mana of any color." Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Paradise Mantle 0 Artifact -- Equipment Equipped creature has "{T}": Add one mana of any color." Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Retract U Instant Return all artifacts you control to their owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Retract U Instant Return all artifacts you control to their owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Retract U Instant Return all artifacts you control to their owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Retract U Instant Return all artifacts you control to their owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Spidersilk Net Artifact -- Equipment Equipped creature gets +0/+2 and has reach. (It can block creatures with flying.) Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spidersilk Net Artifact -- Equipment Equipped creature gets +0/+2 and has reach. (It can block creatures with flying.) Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spidersilk Net Artifact -- Equipment Equipped creature gets +0/+2 and has reach. (It can block creatures with flying.) Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spidersilk Net Artifact -- Equipment Equipped creature gets +0/+2 and has reach. (It can block creatures with flying.) Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sram, Senior Edificer ①② 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 ①② 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 ①② 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 ①② 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
Into the Flood Maw ④ Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Into the Flood Maw ④ Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Into the Flood Maw ④ Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Into the Flood Maw ④ Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 U

Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)

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

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4/4

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② W W

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.)

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Leyline of Sanctity (2)(W)(W)

①

Counter target spell.
At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.

[sidebar]

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Pact of Negation Instant Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pact of Negation Instant Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pact of Negation Instant Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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