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| <div><div>Abstergo Entertainment</div><div>Legendary Land</div><div><p>{T}: Add {C}.</p><p>{1}, {T}: Add one mana of any color.</p><p>{3}, {T}, Exile Abstergo Entertainment: Return up to one target historic card from your graveyard to your hand, then exile all graveyards. (Artifacts, legendaries, and Sagas are historic.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div><p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div><p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div><p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Ancient Stirrings ⑥</div><div>Sorcery</div><div><p>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div>Ancient Stirrings ⑥</div><div>Sorcery</div><div><p>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                  | <div><div>Ancient Stirrings ⑥</div><div>Sorcery</div><div><p>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                  | <div><div>Ancient Stirrings ⑥</div><div>Sorcery</div><div><p>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                  |

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| <div><div>Arcbound Ravager</div><div>Artifact Creature -- Beast</div><div>Sacrifice an artifact: Put a +1/+1 counter on this creature.<br/>Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 | <div><div>Arcbound Ravager</div><div>Artifact Creature -- Beast</div><div>Sacrifice an artifact: Put a +1/+1 counter on this creature.<br/>Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 | <div><div>Arcbound Ravager</div><div>Artifact Creature -- Beast</div><div>Sacrifice an artifact: Put a +1/+1 counter on this creature.<br/>Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arcbound Ravager</div><div>Artifact Creature -- Beast</div><div>Sacrifice an artifact: Put a +1/+1 counter on this creature.<br/>Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              | <div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              |

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| <div><div><b>Botanical Sanctum</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                           | <div><div><b>Breeding Pool</b></div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>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</div><div>botbox.dev</div></div></div> | <div><div><b>Darksteel Citadel</b></div><div>Artifact Land</div><div>Indestructible<br/>{T}: Add {C}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Emry, Lurker of the Loch</b> ②①</div><div>Legendary Creature -- Merfolk Wizard</div><div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br/>When Emry enters, mill four cards.<br/>{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)</div><div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><b>Emry, Lurker of the Loch</b> ②①</div><div>Legendary Creature -- Merfolk Wizard</div><div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br/>When Emry enters, mill four cards.<br/>{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)</div><div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Forest</b></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                             | <div><div><b>Forest</b></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                       | <div><div><b>Grafddigger's Cage</b> ①</div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield.<br/>Players can't cast spells from graveyards or libraries.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                              |

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| <div> <div>Hangarback Walker</div> <div> <div>X</div> <div>X</div> </div> </div> <div>Artifact Creature -- Construct</div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature.</p> <p>{1}, {T}: Put a +1/+1 counter on this creature.</p> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Hardened Scales</div> <div>G</div> </div> <div>Enchantment</div> <div> <p>If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                               | <div> <div>Hardened Scales</div> <div>G</div> </div> <div>Enchantment</div> <div> <p>If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      | <div> <div>Hardened Scales</div> <div>G</div> </div> <div>Enchantment</div> <div> <p>If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                             |
| <div> <div>Hardened Scales</div> <div>G</div> </div> <div>Enchantment</div> <div> <p>If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                         | <div> <div>Haywire Mite</div> <div>1</div> </div> <div>Artifact Creature -- Insect</div> <div> <p>When this creature dies, you gain 2 life.</p> <p>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Hedge Maze</div> </div> <div>Land -- Forest Island</div> <div> <p>({T}: Add {G} 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Inkmoth Nexus</div> </div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{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.)</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## 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
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```

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players in the form of poison
counters.)
```

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## Mox Opal

©

Legendary Artifact

Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

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**Mox Opal**

①

Legendary Artifact

Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

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## Mox Opal

⑨

### 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

## Patchwork Automaton

②

Artifact Creature -- Construct

ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) Whenever you cast an artifact spell, put a +1/+1 counter on this creature.

1/1

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## Patchwork Automaton

②

Artifact Creature -- Construct

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) Whenever you cast an artifact spell, put a +1/+1 counter on this creature.

1/1

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| <div><div>Patchwork Automaton②</div><div>Artifact Creature -- Construct</div><div>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br/>Whenever you cast an artifact spell, put a +1/+1 counter on this creature.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                          | <div><div>Pithing Needle①</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>The Ozolith①</div><div>Legendary Artifact</div><div>Whenever a creature you control leaves the battlefield, if it had counters on it, put those counters on The Ozolith.<br/>At the beginning of combat on your turn, if The Ozolith has counters on it, you may move all counters from The Ozolith onto target creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                              | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>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.'<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>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.'<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>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.'<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>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.'<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                            |

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| <div><div><div>Walking Ballista</div><div><div>X</div><div>X</div></div></div><div>Artifact Creature -- Construct</div><div><div>This creature enters with X +1/+1 counters on it.</div><div>{4}: Put a +1/+1 counter on this creature.</div><div>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div></div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Walking Ballista</div><div><div>X</div><div>X</div></div></div><div>Artifact Creature -- Construct</div><div><div>This creature enters with X +1/+1 counters on it.</div><div>{4}: Put a +1/+1 counter on this creature.</div><div>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div></div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Walking Ballista</div><div><div>X</div><div>X</div></div></div><div>Artifact Creature -- Construct</div><div><div>This creature enters with X +1/+1 counters on it.</div><div>{4}: Put a +1/+1 counter on this creature.</div><div>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div></div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Walking Ballista</div><div><div>X</div><div>X</div></div></div><div>Artifact Creature -- Construct</div><div><div>This creature enters with X +1/+1 counters on it.</div><div>{4}: Put a +1/+1 counter on this creature.</div><div>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div></div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Welding Jar</div><div>0</div></div><div>Artifact</div><div><div>Sacrifice this artifact: Regenerate target artifact.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                         | <div><div><div>Welding Jar</div><div>0</div></div><div>Artifact</div><div><div>Sacrifice this artifact: Regenerate target artifact.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                         | <div><div><div>Welding Jar</div><div>0</div></div><div>Artifact</div><div><div>Sacrifice this artifact: Regenerate target artifact.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                         | <div><div><div>Wooded Foothills</div></div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                     |

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| <div> <b>Zabaz, the Glimmerwasp</b> <span>①</span> </div> <div>           Legendary Artifact Creature -- Insect         </div> <div> <p>Modular 1</p> <p>If a modular triggered ability would put one or more +1/+1 counters on a creature you control, that many plus one +1/+1 counters are put on it instead.</p> <p>{R}: Destroy target artifact you control.</p> <p>{W}: Zabaz gains flying until end of turn.</p> </div> <div> <div>0/0</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Zabaz, the Glimmerwasp</b> <span>①</span> </div> <div>           Legendary Artifact Creature -- Insect         </div> <div> <p>Modular 1</p> <p>If a modular triggered ability would put one or more +1/+1 counters on a creature you control, that many plus one +1/+1 counters are put on it instead.</p> <p>{R}: Destroy target artifact you control.</p> <p>{W}: Zabaz gains flying until end of turn.</p> </div> <div> <div>0/0</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Zabaz, the Glimmerwasp</b> <span>①</span> </div> <div>           Legendary Artifact Creature -- Insect         </div> <div> <p>Modular 1</p> <p>If a modular triggered ability would put one or more +1/+1 counters on a creature you control, that many plus one +1/+1 counters are put on it instead.</p> <p>{R}: Destroy target artifact you control.</p> <p>{W}: Zabaz gains flying until end of turn.</p> </div> <div> <div>0/0</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Zabaz, the Glimmerwasp</b> <span>①</span> </div> <div>           Legendary Artifact Creature -- Insect         </div> <div> <p>Modular 1</p> <p>If a modular triggered ability would put one or more +1/+1 counters on a creature you control, that many plus one +1/+1 counters are put on it instead.</p> <p>{R}: Destroy target artifact you control.</p> <p>{W}: Zabaz gains flying until end of turn.</p> </div> <div> <div>0/0</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
| <div> <b>Consign to Memory</b> <span>U</span> </div> <div>           Instant         </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                   | <div> <b>Consign to Memory</b> <span>U</span> </div> <div>           Instant         </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                   | <div> <b>Consign to Memory</b> <span>U</span> </div> <div>           Instant         </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                   | <div> <b>Dismember</b> <span>①</span> <span>BP</span> <span>BP</span> </div> <div>           Instant         </div> <div> <p>({B/P} can be paid with either {B} or 2 life.)</p> <p>Target creature gets -5/-5 until end of turn.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                    |

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| <div> <b>Dismember</b> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div> Instant <p>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                               | <div> <b>Disruptor Flute</b> <div>2</div> </div> <div> Artifact <p>Flash<br/>As this artifact enters, choose a card name.<br/>Spells with the chosen name cost {3} more to cast.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Nature's Claim</b> <div>6</div> </div> <div> Instant <p>Destroy target artifact or enchantment. Its controller gains 4 life.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                               | <div> <b>Nature's Claim</b> <div>6</div> </div> <div> Instant <p>Destroy target artifact or enchantment. Its controller gains 4 life.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                               |
| <div> <b>Pick Your Poison</b> <div>6</div> </div> <div> Sorcery <p>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Soulless Jailer</b> <div>2</div> </div> <div> Artifact Creature -- Phyrexian Golem <p>Permanent cards in graveyards can't enter the battlefield.<br/>Players can't cast noncreature spells from graveyards or exile.</p> <p>[sideboard]</p> </div> <div> <div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                               | <div> <b>Tamiyo's Safekeeping</b> <div>6</div> </div> <div> Instant <p>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Tamiyo's Safekeeping</b> <div>6</div> </div> <div> Instant <p>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

