

<div><div>Bojuka Bog</div><div>Land</div><div>This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cast Down</div><div>Instant</div><div>Destroy target nonlegendary creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cast Down</div><div>Instant</div><div>Destroy target nonlegendary creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cast Down</div><div>Instant</div><div>Destroy target nonlegendary creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Cast Down</div><div>Instant</div><div>Destroy target nonlegendary creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cleansing Wildfire</div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cleansing Wildfire</div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cleansing Wildfire</div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Cleansing Wildfire</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</p> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Dawnbringer Cleric</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Human Cleric</div> <div> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> * Cure Wounds -- You gain 2 life. * Dispel Magic -- Destroy target enchantment. * Gentle Repose -- Exile target card from a graveyard. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Drossforge Bridge</div> </div> <div>Artifact Land</div> <div> <p>This land enters tapped. Indestructible</p> <p>{T}: Add {B} or {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Drossforge Bridge</div> </div> <div>Artifact Land</div> <div> <p>This land enters tapped. Indestructible</p> <p>{T}: Add {B} or {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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<div>Refurbished Familiar 3B</div> <div>Artifact Creature -- Zombie Rat</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Refurbished Familiar 3B</div> <div>Artifact Creature -- Zombie Rat</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Refurbished Familiar 3B</div> <div>Artifact Creature -- Zombie Rat</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Refurbished Familiar 3B</div> <div>Artifact Creature -- Zombie Rat</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Rustvale Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Rustvale Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Rustvale Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Rustvale Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thraben Inspector W</div><div>Creature -- Human Soldier</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thraben Inspector W</div><div>Creature -- Human Soldier</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thraben Inspector W</div><div>Creature -- Human Soldier</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Thraben Inspector</div><div>W</div></div><div><div>Creature -- Human Soldier</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tithing Blade</div><div>1B</div></div><div><div>Artifact</div><div>When this artifact enters, each opponent sacrifices a creature of their choice. Craft with creature {4}{B} ({4}{B}, Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)</div><div>----- BACK FACE -----</div><div><div>Consuming Sepulcher</div><div>Artifact</div><div>At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tithing Blade</div><div>1B</div></div><div><div>Artifact</div><div>When this artifact enters, each opponent sacrifices a creature of their choice. Craft with creature {4}{B} ({4}{B}, Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)</div><div>----- BACK FACE -----</div><div><div>Consuming Sepulcher</div><div>Artifact</div><div>At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tithing Blade</div><div>1B</div></div><div><div>Artifact</div><div>When this artifact enters, each opponent sacrifices a creature of their choice. Craft with creature {4}{B} ({4}{B}, Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)</div><div>----- BACK FACE -----</div><div><div>Consuming Sepulcher</div><div>Artifact</div><div>At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Dust to Dust</div><div>1WW</div></div><div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Dust to Dust</div><div>1WW</div></div><div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Dust to Dust</div><div>1WW</div></div><div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Electrickery</div><div>R</div></div><div><div>Instant</div><div>Electrickery deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

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Electricity deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

1/1

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{X}{X}{1}: Destroy target  
noncreature artifact with mana value  
X.
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1/1

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```
{X}{X}{1}: Destroy target
noncreature artifact with mana value
X.
```

1/1

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①

When this creature enters, you gain 4 life.

2/1

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①

When this artifact enters, you gain 3 life.

{T}: Until end of turn, target land you control becomes the basic land type of your choice in addition to its other types.

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(B)

Enchantment

Flash
When this enchantment enters, return
target creature card from your
graveyard to your hand.
{2}{B}, Sacrifice this enchantment:
Scry 2.

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<div> <div>Relic of Progenitus①</div> <div>Artifact</div> <div> {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Relic of Progenitus①</div> <div>Artifact</div> <div> {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Relic of Progenitus①</div> <div>Artifact</div> <div> {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	
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