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| <div><div>Ancient Den</div><div>Artifact Land</div><div>{T}: Add {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                      | <div><div>Bojuka Bog</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                       | <div><div>Boros Garrison</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {R}{W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                  | <div><div>Dawnbringer Cleric</div><div>1W</div><div>Creature -- Human Cleric</div><div>When this creature enters, choose one --<br/>* Cure Wounds -- You gain 2 life.<br/>* Dispel Magic -- Destroy target enchantment.<br/>* Gentle Repose -- Exile target card from a graveyard.</div></div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                          |
| <div><div>Experimental Synthesizer</div><div>R</div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.<br/>{2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Experimental Synthesizer</div><div>R</div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.<br/>{2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Experimental Synthesizer</div><div>R</div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.<br/>{2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Experimental Synthesizer</div><div>R</div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.<br/>{2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Galvanic Blast</div><div>R</div></div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    | <div><div><div>Galvanic Blast</div><div>R</div></div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    | <div><div><div>Galvanic Blast</div><div>R</div></div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    | <div><div><div>Galvanic Blast</div><div>R</div></div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    |
| <div><div><div>Glint Hawk</div><div>W</div></div><div>Creature -- Bird</div><div>Flying<br/>When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Glint Hawk</div><div>W</div></div><div>Creature -- Bird</div><div>Flying<br/>When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Glint Hawk</div><div>W</div></div><div>Creature -- Bird</div><div>Flying<br/>When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Glint Hawk</div><div>W</div></div><div>Creature -- Bird</div><div>Flying<br/>When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Great Furnace</div><div>Artifact Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                  | <div><div>Inspiring Overseer</div><div>Creature -- Angel Cleric</div><div>Flying<br/>When this creature enters, you gain 1 life and draw a card.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div>Journey to Nowhere</div><div>Enchantment</div><div>When this enchantment enters, exile target creature.<br/>When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Journey to Nowhere</div><div>Enchantment</div><div>When this enchantment enters, exile target creature.<br/>When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Journey to Nowhere</div><div>Enchantment</div><div>When this enchantment enters, exile target creature.<br/>When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kor Skyfisher</div><div>Creature -- Kor Soldier</div><div>Flying<br/>When this creature enters, return a permanent you control to its owner's hand.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kor Skyfisher</div><div>Creature -- Kor Soldier</div><div>Flying<br/>When this creature enters, return a permanent you control to its owner's hand.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div>Kor Skyfisher</div><div>Creature -- Kor Soldier</div><div>Flying<br/>When this creature enters, return a permanent you control to its owner's hand.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              |

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| <div> <div>Kor Skyfisher</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Kor Soldier</div> <div> <p>Flying</p> <p>When this creature enters, return a permanent you control to its owner's hand.</p> </div> <div> <div>2/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                               | <div> <div>Lembas</div> <div> <div>2</div> </div> </div> <div>Artifact -- Food</div> <div> <p>When this artifact enters, scry 1, then draw a card.</p> <p>{2}, {T}, Sacrifice this artifact: You gain 3 life.</p> <p>When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Lembas</div> <div> <div>2</div> </div> </div> <div>Artifact -- Food</div> <div> <p>When this artifact enters, scry 1, then draw a card.</p> <p>{2}, {T}, Sacrifice this artifact: You gain 3 life.</p> <p>When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Lembas</div> <div> <div>2</div> </div> </div> <div>Artifact -- Food</div> <div> <p>When this artifact enters, scry 1, then draw a card.</p> <p>{2}, {T}, Sacrifice this artifact: You gain 3 life.</p> <p>When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Lembas</div> <div> <div>2</div> </div> </div> <div>Artifact -- Food</div> <div> <p>When this artifact enters, scry 1, then draw a card.</p> <p>{2}, {T}, Sacrifice this artifact: You gain 3 life.</p> <p>When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Lightning Bolt</div> <div> <div>R</div> </div> </div> <div>Instant</div> <div> <p>Lightning Bolt deals 3 damage to any target.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                       | <div> <div>Lightning Bolt</div> <div> <div>R</div> </div> </div> <div>Instant</div> <div> <p>Lightning Bolt deals 3 damage to any target.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                       | <div> <div>Lightning Bolt</div> <div> <div>R</div> </div> </div> <div>Instant</div> <div> <p>Lightning Bolt deals 3 damage to any target.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                       |

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| <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lorehold Campus</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {R} or {W}.<br/>{4}, {T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><b>Mountain</b></div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Plains</b></div><div>Basic Land -- Plains</div><div>( {T}: Add {W}.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Plains</b></div><div>Basic Land -- Plains</div><div>( {T}: Add {W}.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                           | <div><div><b>Plains</b></div><div>Basic Land -- Plains</div><div>( {T}: Add {W}.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                           |
| <div><div><b>Plains</b></div><div>Basic Land -- Plains</div><div>( {T}: Add {W}.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>     | <div><div><b>Plains</b></div><div>Basic Land -- Plains</div><div>( {T}: Add {W}.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Relic of Progenitus</b> ①</div><div>Artifact</div><div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Relic of Progenitus</b> ①</div><div>Artifact</div><div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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{T}: Target player exiles a card
from their graveyard.
{1}, Exile this artifact: Exile all
graveyards. Draw a card.
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① ② W

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, this creature gains lifelink until end of turn.

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① ② W

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, this creature gains lifelink until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, this creature gains lifelink until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, this creature gains lifelink until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Wind-Scarred Crag</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                               | <div><div>Wind-Scarred Crag</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div>Wind-Scarred Crag</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div>Wind-Scarred Crag</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              |
| <div><div><div>Dawnbringer Cleric</div><div>①④</div></div><div>Creature -- Human Cleric</div><div>When this creature enters, choose one --<br/>* Cure Wounds -- You gain 2 life.<br/>* Dispel Magic -- Destroy target enchantment.<br/>* Gentle Repose -- Exile target card from a graveyard.<br/><br/>[sideboard]</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fiery Cannonade</div><div>②④</div></div><div>Instant</div><div>Fiery Cannonade deals 2 damage to each non-Pirate creature.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fiery Cannonade</div><div>②④</div></div><div>Instant</div><div>Fiery Cannonade deals 2 damage to each non-Pirate creature.<br/><br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Gorilla Shaman</div><div>④</div></div><div>Creature -- Ape Shaman</div><div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.<br/><br/>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div><div><div><div></div><div><b>Gorilla Shaman</b></div><div><div><div>1</div><div>R</div></div></div></div><div>Creature -- Ape Shaman</div><div><div><div><div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div><div>[sideboard]</div></div></div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Gorilla Shaman</b></div><div><div><div>1</div><div>R</div></div></div></div><div>Creature -- Ape Shaman</div><div><div><div><div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div><div>[sideboard]</div></div></div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div></div>               | <div><div><div><div><div><div></div><div><b>Lone Missionary</b></div><div><div><div>1</div><div>W</div></div></div></div><div>Creature -- Kor Monk</div><div><div><div><div>When this creature enters, you gain 4 life.</div><div>[sideboard]</div></div></div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div></div>                                      | <div><div><div><div><div><div></div><div><b>Lone Missionary</b></div><div><div><div>1</div><div>W</div></div></div></div><div>Creature -- Kor Monk</div><div><div><div><div>When this creature enters, you gain 4 life.</div><div>[sideboard]</div></div></div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div></div>                                |
| <div><div><div><div><div><div></div><div><b>Lone Missionary</b></div><div><div><div>1</div><div>W</div></div></div></div><div>Creature -- Kor Monk</div><div><div><div><div>When this creature enters, you gain 4 life.</div><div>[sideboard]</div></div></div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div></div>                        | <div><div><div><div><div><div></div><div><b>Pyroblast</b></div><div><div><div>R</div></div></div></div><div>Instant</div><div><div><div><div>Choose one --</div><div>* Counter target spell if it's blue.</div><div>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div></div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Pyroblast</b></div><div><div><div>R</div></div></div></div><div>Instant</div><div><div><div><div>Choose one --</div><div>* Counter target spell if it's blue.</div><div>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div></div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Red Elemental Blast</b></div><div><div><div>R</div></div></div></div><div>Instant</div><div><div><div><div>Choose one --</div><div>* Counter target blue spell.</div><div>* Destroy target blue permanent.</div><div>[sideboard]</div></div></div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div></div> |

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| <div><div>Red Elemental Blast</div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Red Elemental Blast</div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Red Elemental Blast</div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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