

## Artifact Land

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① B

Artifact -- Equipment

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Artifact -- Equipment

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

① ⑧

Artifact -- Equipment

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① ②

Artifact -- Equipment

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① R

## Sorcery

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①R

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① R

Sorcery

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| <div><div>Cleansing Wildfire</div><div>1R</div></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>Drossforge Bridge</div> <div>Artifact Land</div> <div>This land enters tapped. Indestructible {T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                              | <div>Drossforge Bridge</div> <div>Artifact Land</div> <div>This land enters tapped. Indestructible {T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                              | <div>Drossforge Bridge</div> <div>Artifact Land</div> <div>This land enters tapped. Indestructible {T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                              |
| <div>Drossforge Bridge</div> <div>Artifact Land</div> <div>This land enters tapped. Indestructible {T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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. {2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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. {2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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. {2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

®

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token with vigilance. Activate only  
as a sorcery.

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Galvanic Blast deals 2 damage to any target.

Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.

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W

## Flying

When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.

**2/2**

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W

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2/2

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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| <b>Glint Hawk</b> <span>(W)</span><br>Creature -- Bird<br>Flying<br>When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Kor Skyfisher</b> <span>(1)(W)</span><br>Creature -- Kor Soldier<br>Flying<br>When this creature enters, return a permanent you control to its owner's hand.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                 | <b>Kor Skyfisher</b> <span>(1)(W)</span><br>Creature -- Kor Soldier<br>Flying<br>When this creature enters, return a permanent you control to its owner's hand.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                 | <b>Kor Skyfisher</b> <span>(1)(W)</span><br>Creature -- Kor Soldier<br>Flying<br>When this creature enters, return a permanent you control to its owner's hand.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                 |
| <b>Kor Skyfisher</b> <span>(1)(W)</span><br>Creature -- Kor Soldier<br>Flying<br>When this creature enters, return a permanent you control to its owner's hand.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev            | <b>Lembas</b> <span>(2)</span><br>Artifact -- Food<br>When this artifact enters, scry 1, then draw a card.<br>{2}, {T}, Sacrifice this artifact: You gain 3 life.<br>When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Lembas</b> <span>(2)</span><br>Artifact -- Food<br>When this artifact enters, scry 1, then draw a card.<br>{2}, {T}, Sacrifice this artifact: You gain 3 life.<br>When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Lembas</b> <span>(2)</span><br>Artifact -- Food<br>When this artifact enters, scry 1, then draw a card.<br>{2}, {T}, Sacrifice this artifact: You gain 3 life.<br>When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div>Lembas2</div> <div>Artifact -- Food</div> <div>When this artifact enters, scry 1, then draw a card.<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.<br/>When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Lightning BoltR</div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Lightning BoltR</div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Makeshift Munitions1R</div> <div>Enchantment</div> <div>{1}, Sacrifice an artifact or creature: This enchantment deals 1 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                        | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                |

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| <div><div><div>Refurbished Familiar</div><div><div>3</div><div>B</div></div></div><div>Artifact Creature -- Zombie Rat</div><div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br/>Flying<br/>When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Refurbished Familiar</div><div><div>3</div><div>B</div></div></div><div>Artifact Creature -- Zombie Rat</div><div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br/>Flying<br/>When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Refurbished Familiar</div><div><div>3</div><div>B</div></div></div><div>Artifact Creature -- Zombie Rat</div><div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br/>Flying<br/>When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Refurbished Familiar</div><div><div>3</div><div>B</div></div></div><div>Artifact Creature -- Zombie Rat</div><div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br/>Flying<br/>When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Rustvale Bridge</div></div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                | <div><div><div>Rustvale Bridge</div></div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                | <div><div><div>Rustvale Bridge</div></div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                | <div><div><div>Rustvale Bridge</div></div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                |

## Shattered Landscape

## Land

{T}: Add {C}.  
{T}, Sacrifice this land: Search your library for a basic Mountain, Plains, or Swamp card, put it onto the battlefield tapped, then shuffle.  
Cycling {R}{W}{B} ({R}{W}{B}, Discard this card: Draw a card.)

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## Swamp

Basic Land -- Swamp

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

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## Swamp

Basic Land -- Swamp

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

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## Temporal Intervention ②③

## Sorcery

Void -- This spell costs {2} less to cast if a nonland permanent left the battlefield this turn or a spell was warped this turn.  
Target opponent reveals their hand.  
You choose a nonland card from it.  
That player discards that card.

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**Temporal Intervention** (2)(B)

Sorcery

Void -- This spell costs {2} less to cast if a nonland permanent left the battlefield this turn or a spell was warped this turn.  
Target opponent reveals their hand.  
You choose a nonland card from it.  
That player discards that card.

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| <div><div><div>Temporal Intervention</div><div>2B</div></div><div>Sorcery</div><div>Void -- This spell costs {2} less to cast if a nonland permanent left the battlefield this turn or a spell was warped this turn.<br/>Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thraben Charm</div><div>1W</div></div><div>Instant</div><div>Choose one --<br/>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.<br/>* Destroy target enchantment.<br/>* Exile any number of target players' graveyards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thraben Charm</div><div>1W</div></div><div>Instant</div><div>Choose one --<br/>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.<br/>* Destroy target enchantment.<br/>* Exile any number of target players' graveyards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Vault of Whispers</div></div><div>Artifact Land</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                           |
| <div><div><div>Navigator's Compass</div><div>1</div></div><div>Artifact</div><div>When this artifact enters, you gain 3 life.<br/>{T}: Until end of turn, target land you control becomes the basic land type of your choice in addition to its other types.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div><div>Navigator's Compass</div><div>1</div></div><div>Artifact</div><div>When this artifact enters, you gain 3 life.<br/>{T}: Until end of turn, target land you control becomes the basic land type of your choice in addition to its other types.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div><div>Navigator's Compass</div><div>1</div></div><div>Artifact</div><div>When this artifact enters, you gain 3 life.<br/>{T}: Until end of turn, target land you control becomes the basic land type of your choice in addition to its other types.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div><div>Pyroblast</div><div>R</div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Pyroblast</div><div>R</div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                | <div><div><div>Pyroblast</div><div>R</div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                | <div><div><div>Pyroblast</div><div>R</div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                | <div><div><div>Relic of Progenitus</div><div>1</div></div><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>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                 |
| <div><div><div>Relic of Progenitus</div><div>1</div></div><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>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Snuff Out</div><div>3B</div></div><div><div>Instant</div><div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br/>Destroy target nonblack creature. It can't be regenerated.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Snuff Out</div><div>3B</div></div><div><div>Instant</div><div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br/>Destroy target nonblack creature. It can't be regenerated.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Snuff Out</div><div>3B</div></div><div><div>Instant</div><div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br/>Destroy target nonblack creature. It can't be regenerated.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <div> <b>Snuff Out</b> <div> <div>3</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.</p> <p>Destroy target nonblack creature. It can't be regenerated.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Tithing Blade</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Artifact</div> <div> <p>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.)</p> <p>[sideboard]</p> </div> </div> <div> <div>Consuming Sepulcher</div> <div> <div>Artifact</div> <p>At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Tithing Blade</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Artifact</div> <div> <p>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.)</p> <p>[sideboard]</p> </div> </div> <div> <div>Consuming Sepulcher</div> <div> <div>Artifact</div> <p>At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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