

Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Autonomous Assembler 5 Artifact Creature -- Assembly-Worker Prototype {1}{W} -- 2/2 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Vigilance {1}, {T}: Put a +1/+1 counter on target Assembly-Worker you control. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Autonomous Assembler 5 Artifact Creature -- Assembly-Worker Prototype {1}{W} -- 2/2 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Vigilance {1}, {T}: Put a +1/+1 counter on target Assembly-Worker you control. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Autonomous Assembler 5 Artifact Creature -- Assembly-Worker Prototype {1}{W} -- 2/2 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Vigilance {1}, {T}: Put a +1/+1 counter on target Assembly-Worker you control. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Autonomous Assembler 5 Artifact Creature -- Assembly-Worker Prototype {1}{W} -- 2/2 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Vigilance {1}, {T}: Put a +1/+1 counter on target Assembly-Worker you control. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Botanical Sanctum

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brushland

Land

{T}: Add {C}.
{T}: Add {G} or {W}. This land deals
1 damage to you.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Destroy Evil

① ② W

Instant

Choose one --

- * Destroy target creature with toughness 4 or greater.
- * Destroy target enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elspeth's Smite

W

Instant

Elspeeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Getaway Glamer

W

Instant

Spree (Choose one or more additional costs.)

- + {1} -- Exile target nontoken creature. Return it to the battlefield under its owner's control at the beginning of the next end step.
- + {2} -- Destroy target creature if no other creature has greater power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Getaway Glamer Instant Spree (Choose one or more additional costs.) + {1} -- Exile target nontoken creature. Return it to the battlefield under its owner's control at the beginning of the next end step. + {2} -- Destroy target creature if no other creature has greater power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Getaway Glamer Instant Spree (Choose one or more additional costs.) + {1} -- Exile target nontoken creature. Return it to the battlefield under its owner's control at the beginning of the next end step. + {2} -- Destroy target creature if no other creature has greater power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Haywire Mite Artifact Creature -- Insect When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Melira, the Living Cure Legendary Creature -- Human Scout If you would get one or more poison counters, instead you get one poison counter and you can't get additional poison counters this turn. Exile Melira: Choose another target creature or artifact. When it's put into a graveyard this turn, return that card to the battlefield under its owner's control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mirrex Land -- Sphere {T}: Add {C}. {T}: Add one mana of any color. Activate only if this land entered this turn. {3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mirrex Land -- Sphere {T}: Add {C}. {T}: Add one mana of any color. Activate only if this land entered this turn. {3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mirrex Land -- Sphere {T}: Add {C}. {T}: Add one mana of any color. Activate only if this land entered this turn. {3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Novice Inspector Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Novice Inspector W Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Novice Inspector W Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Parting Gust W W 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.) Exile target nontoken creature. If the gift wasn't promised, return that card to the battlefield under its owner's control with a +1/+1 counter on it at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Anchorage Land This land enters tapped. {T}: Add {W} or {U}. {1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land. Whenever this land attacks, create a Map token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restless Prairie Land This land enters tapped. {T}: Add {G} or {W}. {2}{G}{W}: This land becomes a 3/3 green and white Llama creature until end of turn. It's still a land. Whenever this land attacks, other creatures you control get +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rootwire Amalgam 5 Artifact Creature -- Golem Prototype {1}{G} -- 2/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) {3}{G}{G}, Sacrifice this creature: Create an X/X colorless Golem artifact creature token, where X is three times this creature's power. It gains haste until end of turn. Activate only as a sorcery. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - UN_cho - Standard (??? ~???????~ Izzet Explosive Experiment Event)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;
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.

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

Simulacrum Synthesizer (2)(U) Artifact When this artifact enters, scry 2. Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simulacrum Synthesizer (2)(U) Artifact When this artifact enters, scry 2. Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simulacrum Synthesizer (2)(U) Artifact When this artifact enters, scry 2. Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steel Seraph (6) Artifact Creature -- Angel Prototype {1}{W}{W} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Flying At the beginning of combat on your turn, target creature you control gains your choice of flying, vigilance, or lifelink until end of turn. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Steel Seraph (6) Artifact Creature -- Angel Prototype {1}{W}{W} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Flying At the beginning of combat on your turn, target creature you control gains your choice of flying, vigilance, or lifelink until end of turn. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steel Seraph (6) Artifact Creature -- Angel Prototype {1}{W}{W} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Flying At the beginning of combat on your turn, target creature you control gains your choice of flying, vigilance, or lifelink until end of turn. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steel Seraph (6) Artifact Creature -- Angel Prototype {1}{W}{W} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Flying At the beginning of combat on your turn, target creature you control gains your choice of flying, vigilance, or lifelink until end of turn. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teething Wurmlet (6) Creature -- Wurm This creature has deathtouch as long as you control three or more artifacts. Whenever an artifact you control enters, you gain 1 life. If this is the first time this ability has resolved this turn, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Teething Wurmlet 6 Creature -- Wurm This creature has deathtouch as long as you control three or more artifacts. Whenever an artifact you control enters, you gain 1 life. If this is the first time this ability has resolved this turn, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teething Wurmlet 6 Creature -- Wurm This creature has deathtouch as long as you control three or more artifacts. Whenever an artifact you control enters, you gain 1 life. If this is the first time this ability has resolved this turn, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teething Wurmlet 6 Creature -- Wurm This creature has deathtouch as long as you control three or more artifacts. Whenever an artifact you control enters, you gain 1 life. If this is the first time this ability has resolved this turn, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Mycosynth Gardens Land -- Sphere {T}: Add {C}. {1}, {T}: Add one mana of any color. {X}, {T}: This land becomes a copy of target nontoken artifact you control with mana value X. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tough Cookie 16 Artifact Creature -- Food Golem When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {2}{G}: Until end of turn, target noncreature artifact you control becomes a 4/4 artifact creature. {2}, {T}, Sacrifice this creature: You gain 3 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tough Cookie 16 Artifact Creature -- Food Golem When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") {2}{G}: Until end of turn, target noncreature artifact you control becomes a 4/4 artifact creature. {2}, {T}, Sacrifice this creature: You gain 3 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Twining Twins 2UU Creature -- Faerie Wizard Flying, vigilance, ward {1} 4/4 Swift Spiral 1W Instant -- Adventure Exile target nontoken creature. Return it to the battlefield under its owner's control at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - UN_cho - Standard (??? ~???????~ Izzet Explosive Experiment Event)

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Kutzil's Flanker 2 W Creature -- Cat Warrior Flash When this creature enters, choose one -- * Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn. * You gain 2 life and scry 2. * Exile target player's graveyard. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Melira, the Living Cure G W Legendary Creature -- Human Scout If you would get one or more poison counters, instead you get one poison counter and you can't get additional poison counters this turn. Exile Melira: Choose another target creature or artifact. When it's put into a graveyard this turn, return that card to the battlefield under its owner's control. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pick Your Poison G Sorcery Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pick Your Poison G Sorcery Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Scrollshift 2 W Instant Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scrollshift 2 W Instant Exile up to one target artifact, creature, or enchantment you control, then return it to the battlefield under its owner's control. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spring-Loaded Sawblades 1 W Artifact Flash When this artifact enters, it deals 5 damage to target tapped creature an opponent controls. Craft with artifact {3}{W} ({3}{W}), Exile this artifact, Exile another artifact you control or an artifact card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) [sideboard] ----- BACK FACE ----- Bladewheel Chariot Artifact -- Vehicle Tap two other untapped artifacts you control: This Vehicle becomes an artifact creature until end of turn. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temporary Lockdown 1 W W Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Temporary Lockdown 1WW Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporary Lockdown 1WW Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporary Lockdown 1WW Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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