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Sacrifice an artifact: Put a +1/+1 counter on this creature.

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.)

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Drix Interlacer ① Artifact Starting intensity 0 Whenever another artifact you control enters, this artifact intensifies by 1. {T}, Sacrifice this artifact: Draw X cards, where X is half this artifact's intensity, rounded down. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drix Interlacer ① Artifact Starting intensity 0 Whenever another artifact you control enters, this artifact intensifies by 1. {T}, Sacrifice this artifact: Draw X cards, where X is half this artifact's intensity, rounded down. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drix Interlacer ① Artifact Starting intensity 0 Whenever another artifact you control enters, this artifact intensifies by 1. {T}, Sacrifice this artifact: Draw X cards, where X is half this artifact's intensity, rounded down. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drix Interlacer ① Artifact Starting intensity 0 Whenever another artifact you control enters, this artifact intensifies by 1. {T}, Sacrifice this artifact: Draw X cards, where X is half this artifact's intensity, rounded down. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Esper Sentinel Ⓢ Artifact Creature -- Human Soldier Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Esper Sentinel Ⓢ Artifact Creature -- Human Soldier Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Esper Sentinel Ⓢ Artifact Creature -- Human Soldier Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Esper Sentinel Ⓢ Artifact Creature -- Human Soldier Whenever an opponent casts their first noncreature spell each turn, draw a card unless that player pays {X}, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Furnace Artifact Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Great Furnace Artifact Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Great Furnace Artifact Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Great Furnace Artifact Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hangarback Assembler 1W Artifact Start your engines! When this artifact enters, conjure a card named Hangarback Walker onto the battlefield, then put a +1/+1 counter on it. Max speed -- At the beginning of your end step, put a +1/+1 counter on each artifact creature and/or Vehicle you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hangarback Assembler 1W Artifact Start your engines! When this artifact enters, conjure a card named Hangarback Walker onto the battlefield, then put a +1/+1 counter on it. Max speed -- At the beginning of your end step, put a +1/+1 counter on each artifact creature and/or Vehicle you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hangarback Assembler 1W Artifact Start your engines! When this artifact enters, conjure a card named Hangarback Walker onto the battlefield, then put a +1/+1 counter on it. Max speed -- At the beginning of your end step, put a +1/+1 counter on each artifact creature and/or Vehicle you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hangarback Assembler 1W Artifact Start your engines! When this artifact enters, conjure a card named Hangarback Walker onto the battlefield, then put a +1/+1 counter on it. Max speed -- At the beginning of your end step, put a +1/+1 counter on each artifact creature and/or Vehicle you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hangarback Walker X X Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hangarback Walker X X Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hangarback Walker X X Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hangarback Walker X X Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. When this creature dies, create a 1/1 colorless Thopter artifact creature token with flying for each +1/+1 counter on this creature. {1}, {T}: Put a +1/+1 counter on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Kazuul's Fury 2 R Instant As an additional cost to cast this spell, sacrifice a creature. Kazuul's Fury deals damage equal to the sacrificed creature's power to any target. ----- BACK FACE ----- Kazuul's Cliffs Land This land enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lurrus of the Dream-Den 1 W/B W/B Legendary Creature -- Cat Nightmare Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Lifelink Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Persistent Petitioners 1 U Creature -- Human Advisor {1}, {T}: Target player mills a card. (They put the top card of their library into their graveyard.) Tap four untapped Advisors you control: Target player mills twelve cards. A deck can have any number of cards named Persistent Petitioners. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Persistent Petitioners 1 U Creature -- Human Advisor {1}, {T}: Target player mills a card. (They put the top card of their library into their graveyard.) Tap four untapped Advisors you control: Target player mills twelve cards. A deck can have any number of cards named Persistent Petitioners. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Power Depot Artifact Land This land enters tapped. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast artifact spells or activate abilities of artifacts. Modular 1	Power Depot Artifact Land This land enters tapped. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast artifact spells or activate abilities of artifacts. Modular 1	Rising Chicane Artifact Land If you were the starting player, this land enters tapped. Start your engines! {T}: Add {C}. Max speed -- At the beginning of combat on your turn, this land becomes a 2/2 Construct creature in addition to its other types until end of turn.	Rising Chicane Artifact Land If you were the starting player, this land enters tapped. Start your engines! {T}: Add {C}. Max speed -- At the beginning of combat on your turn, this land becomes a 2/2 Construct creature in addition to its other types until end of turn.
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Rising Chicane

Artifact Land

If you were the starting player, this land enters tapped. Start your engines!

{T}: Add {C}.

Max speed -- At the beginning of combat on your turn, this land becomes a 2/2 Construct creature in addition to its other types until end of turn.

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Rustvale Bridge

Artifact Land

This land enters tapped.
Indestructible
{T}: Add {R} or {W}.

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Springleaf Drum

Artifact

{T}, Tap an untapped creature you control: Add one mana of any color.

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① ② R

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Modular 1
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.
{R}: Destroy target artifact you control.
{W}: Zabaz gains flying until end of turn.

0/0

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{R}: Destroy target artifact you control.
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Zabaz, the Glimmerwasp ① Legendary Artifact Creature -- Insect Modular 1 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. {R}: Destroy target artifact you control. {W}: Zabaz gains flying until end of turn. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zabaz, the Glimmerwasp ① Legendary Artifact Creature -- Insect Modular 1 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. {R}: Destroy target artifact you control. {W}: Zabaz gains flying until end of turn. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zuran Orb ⑥ Artifact Sacrifice a land: You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zuran Orb ⑥ Artifact Sacrifice a land: You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Zuran Orb ⑥ Artifact Sacrifice a land: You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawn's Truce ①W Instant Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) You and permanents you control gain hexproof until end of turn. If the gift was promised, permanents you control also gain indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawn's Truce ①W Instant Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) You and permanents you control gain hexproof until end of turn. If the gift was promised, permanents you control also gain indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glass Casket ①W Artifact When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glass Casket 1 W Artifact When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	High Noon 1 W Enchantment Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	High Noon 1 W Enchantment Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Portable Hole W Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Portable Hole W Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thought Partition W Sorcery Target opponent reveals all nonland cards in their hand. You may choose one of those cards. If you do, it perpetually becomes white and its mana cost perpetually becomes {5}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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