

Abandoned Air Temple Land This land enters tapped unless you control a basic land. {T}: Add {W}. {3}{W}, {T}: Put a +1/+1 counter on each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abandoned Air Temple Land This land enters tapped unless you control a basic land. {T}: Add {W}. {3}{W}, {T}: Put a +1/+1 counter on each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chrome Dome Artifact Creature -- Robot Ninja Other artifact creatures you control get +1/+0. {5}: Create a token that's a copy of another target artifact you control. That token gains haste. Sacrifice it at the beginning of the next end step. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chrome Dome Artifact Creature -- Robot Ninja Other artifact creatures you control get +1/+0. {5}: Create a token that's a copy of another target artifact you control. That token gains haste. Sacrifice it at the beginning of the next end step. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Does Machines Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, mill two cards, draw two cards, then discard two cards. {1}{U}: Level 2 When this Class becomes level 2, return up to two target artifact cards from your graveyard to your hand. {4}{U}: Level 3 At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it isn't a creature, it becomes a 0/0 Robot creature in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Does Machines Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, mill two cards, draw two cards, then discard two cards. {1}{U}: Level 2 When this Class becomes level 2, return up to two target artifact cards from your graveyard to your hand. {4}{U}: Level 3 At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it isn't a creature, it becomes a 0/0 Robot creature in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Does Machines Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, mill two cards, draw two cards, then discard two cards. {1}{U}: Level 2 When this Class becomes level 2, return up to two target artifact cards from your graveyard to your hand. {4}{U}: Level 3 At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it isn't a creature, it becomes a 0/0 Robot creature in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Donatello, Gadget Master Legendary Creature -- Mutant Ninja Turtle Sneak {1}{U} (You may cast this spell for {1}{U} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.) Whenever Donatello deals combat damage to a player, create a token that's a copy of target artifact you control. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Legendary Creature -- Mutant Ninja Turtle

Sneak {1}{U} (You may cast this spell for {1}{U} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.)

Whenever Donatello deals combat damage to a player, create a token that's a copy of target artifact you control.

3/2

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W

Artifact

As an additional cost to cast this spell, sacrifice an artifact or creature.

Ward {2}

When this artifact enters, exile target artifact or creature an opponent controls until this artifact leaves the battlefield.

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Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

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Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hallowed Fountain Land -- Plains Island {T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island {T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island {T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island {T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Iron Spider, Stark Upgrade 3 Legendary Artifact Creature -- Spider Hero Vigilance {T}: Put a +1/+1 counter on each artifact creature and/or Vehicle you control. {2}, Remove two +1/+1 counters from among artifacts you control: Draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Iron Spider, Stark Upgrade 3 Legendary Artifact Creature -- Spider Hero Vigilance {T}: Put a +1/+1 counter on each artifact creature and/or Vehicle you control. {2}, Remove two +1/+1 counters from among artifacts you control: Draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Krang, Master Mind 6UU Legendary Artifact Creature -- Utrom Warrior Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) When Krang enters, if you have fewer than four cards in hand, draw cards equal to the difference. Krang gets +1/+0 for each other artifact you control. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Krang, Master Mind 6UU Legendary Artifact Creature -- Utrom Warrior Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) When Krang enters, if you have fewer than four cards in hand, draw cards equal to the difference. Krang gets +1/+0 for each other artifact you control. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

W

This creature gets +1/+0 as long as you control another artifact.

{2}{W}: Search your library for a card named Magitek Infantry, put it onto the battlefield tapped, then shuffle.

1/1

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{2}{W}: Search your library for a card named Magitek Infantry, put it onto the battlefield tapped, then shuffle.

1/1

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W U

Mendicant Core's power is equal to the number of artifacts you control. Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)

Max speed -- Whenever you cast an artifact spell, you may pay {1}. If you do, copy it. (The copy becomes a token.)

*** / 3**

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W

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)

When this creature dies, create a 1/1 colorless Servo artifact creature token.

Max speed -- This creature gets +1/+0.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nesting Bot Artifact Creature -- Robot Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) When this creature dies, create a 1/1 colorless Servo artifact creature token. Max speed -- This creature gets +1/+0. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nesting Bot Artifact Creature -- Robot Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) When this creature dies, create a 1/1 colorless Servo artifact creature token. Max speed -- This creature gets +1/+0. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nesting Bot Artifact Creature -- Robot Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) When this creature dies, create a 1/1 colorless Servo artifact creature token. Max speed -- This creature gets +1/+0. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Perilous Snare Artifact Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield. Max speed -- {T}: Put a +1/+1 counter on target creature or Vehicle you control. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

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.

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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.

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Riptide Gearhulk ①②③④⑤

Artifact Creature -- Construct

Double strike
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
When this creature enters, for each opponent, put up to one target nonland permanent that player controls into its owner's library third from the top.

2/5

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Riptide Gearhulk ①②③④⑤

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Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
When this creature enters, for each opponent, put up to one target nonland permanent that player controls into its owner's library third from the top.

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Splitskin Doll (1)(W)

Artifact Creature -- Toy

When this creature enters, draw a card. Then discard a card unless you control another creature with power 2 or less.

2/1

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Splitskin Doll (1)(W)

Artifact Creature -- Toy

When this creature enters, draw a card. Then discard a card unless you control another creature with power 2 or less.

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Splitskin Doll 1 W Artifact Creature -- Toy When this creature enters, draw a card. Then discard a card unless you control another creature with power 2 or less. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voyage Home 5 W U Sorcery Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) You draw three cards and gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voyage Home 5 W U Sorcery Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) You draw three cards and gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voyage Home 5 W U Sorcery Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) You draw three cards and gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
No More Lies W U Instant Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	No More Lies W U Instant Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	No More Lies W U Instant Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	No More Lies W U Instant Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Technodrome ② Artifact Creature -- Construct Reach, trample This creature can't attack or block unless its power is 6 or greater. {T}, Sacrifice another artifact: Draw a card. Put a +1/+1 counter on this creature. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Technodrome ② Artifact Creature -- Construct Reach, trample This creature can't attack or block unless its power is 6 or greater. {T}, Sacrifice another artifact: Draw a card. Put a +1/+1 counter on this creature. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Aetherspark ④ Legendary Artifact Planeswalker -- Equipment As long as The Aetherspark is attached to a creature, The Aetherspark can't be attacked and has "Whenever equipped creature deals combat damage during your turn, put that many loyalty counters on The Aetherspark." [+1]: Attach The Aetherspark to up to one target creature you control. Put a +1/+1 counter on that creature. [-5]: Draw two cards. [-10]: Add ten mana of any one color. [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Aetherspark ④ Legendary Artifact Planeswalker -- Equipment As long as The Aetherspark is attached to a creature, The Aetherspark can't be attacked and has "Whenever equipped creature deals combat damage during your turn, put that many loyalty counters on The Aetherspark." [+1]: Attach The Aetherspark to up to one target creature you control. Put a +1/+1 counter on that creature. [-5]: Draw two cards. [-10]: Add ten mana of any one color. [sideboard] L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
The Ooze ② Legendary Artifact Whenever a creature you control with a +1/+1 counter on it leaves the battlefield, create a Mutagen token for each +1/+1 counter on it. (A Mutagen token is an artifact with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.") {T}: Exile target card from a graveyard. Create a Mutagen token. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Ooze ② Legendary Artifact Whenever a creature you control with a +1/+1 counter on it leaves the battlefield, create a Mutagen token for each +1/+1 counter on it. (A Mutagen token is an artifact with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.") {T}: Exile target card from a graveyard. Create a Mutagen token. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thopter Fabricator ②U Artifact -- Vehicle Flying Whenever you draw your second card each turn, create a 1/1 colorless Thopter artifact creature token with flying. Crew 2 [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thopter Fabricator ②U Artifact -- Vehicle Flying Whenever you draw your second card each turn, create a 1/1 colorless Thopter artifact creature token with flying. Crew 2 [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thopter Fabricator 2 U Artifact -- Vehicle Flying Whenever you draw your second card each turn, create a 1/1 colorless Thopter artifact creature token with flying. Crew 2 [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torpor Orb 2 Artifact Creatures entering don't cause abilities to trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torpor Orb 2 Artifact Creatures entering don't cause abilities to trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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