

Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Chrome Dome ② 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 ② 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 ② 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 ② 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

U

This creature can't be blocked if an artifact entered the battlefield under your control this turn. {U}, Sacrifice this creature: Counter target spell that targets an artifact or creature you control.

1/1

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1/1

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G

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

1/2

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1/2

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Improvised Arsenal ①② Artifact -- Equipment Equipped creature gets +1/+0 for each artifact you control. {4}{R}: Create a token that's a copy of this Equipment. Equip {R}	Improvised Arsenal ①② Artifact -- Equipment Equipped creature gets +1/+0 for each artifact you control. {4}{R}: Create a token that's a copy of this Equipment. Equip {R}	Improvised Arsenal ①② Artifact -- Equipment Equipped creature gets +1/+0 for each artifact you control. {4}{R}: Create a token that's a copy of this Equipment. Equip {R}	Island Basic Land -- Island ({T}: Add {U}.)
Island Basic Land -- Island ({T}: Add {U}.)	Krang, Master Mind ⑥④④ 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.	Krang, Master Mind ⑥④④ 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.	Krang, Master Mind ⑥④④ 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.

Krang, Master Mind (6)(U)(U) 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 PLAY botbox.dev	Memory Guardian (4)(U) Artifact Creature -- Robot Artificer Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Memory Guardian (4)(U) Artifact Creature -- Robot Artificer Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Memory Guardian (4)(U) Artifact Creature -- Robot Artificer Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Memory Guardian (4)(U) Artifact Creature -- Robot Artificer Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pinnacle Emissary (1)(U)(R) Artifact Creature -- Robot Whenever you cast an artifact spell, create a 1/1 colorless Drone artifact creature token with flying and "This token can block only creatures with flying." Warp {U/R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pinnacle Emissary (1)(U)(R) Artifact Creature -- Robot Whenever you cast an artifact spell, create a 1/1 colorless Drone artifact creature token with flying and "This token can block only creatures with flying." Warp {U/R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pinnacle Emissary (1)(U)(R) Artifact Creature -- Robot Whenever you cast an artifact spell, create a 1/1 colorless Drone artifact creature token with flying and "This token can block only creatures with flying." Warp {U/R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secluded Courtyard Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sewer-veillance Cam Artifact Flash When this artifact enters or leaves the battlefield, you may tap or untap target creature. {3}{U}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sewer-veillance Cam Artifact Flash When this artifact enters or leaves the battlefield, you may tap or untap target creature. {3}{U}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sewer-veillance Cam Artifact Flash When this artifact enters or leaves the battlefield, you may tap or untap target creature. {3}{U}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sewer-veillance Cam Artifact Flash When this artifact enters or leaves the battlefield, you may tap or untap target creature. {3}{U}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Springleaf Drum Artifact {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Springleaf Drum Artifact {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Springleaf Drum Artifact {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Springleaf Drum Artifact {T}, Tap an untapped creature you control: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.	Synthesizer Labship ^U Artifact -- Spacecraft Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 9+.) 2+ At the beginning of combat on your turn, up to one other target artifact you control becomes an artifact creature with base power and toughness 2/2 and gains flying until end of turn. 9+ Flying, vigilance 4/4	Synthesizer Labship ^U Artifact -- Spacecraft Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 9+.) 2+ At the beginning of combat on your turn, up to one other target artifact you control becomes an artifact creature with base power and toughness 2/2 and gains flying until end of turn. 9+ Flying, vigilance 4/4	Synthesizer Labship ^U Artifact -- Spacecraft Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 9+.) 2+ At the beginning of combat on your turn, up to one other target artifact you control becomes an artifact creature with base power and toughness 2/2 and gains flying until end of turn. 9+ Flying, vigilance 4/4
Chainsaw ¹ ^R Artifact -- Equipment When this Equipment enters, it deals 3 damage to up to one target creature. Whenever one or more creatures die, put a rev counter on this Equipment. Equipped creature gets +X/+0, where X is the number of rev counters on this Equipment. Equip {3} [sideboard]	Chainsaw ¹ ^R Artifact -- Equipment When this Equipment enters, it deals 3 damage to up to one target creature. Whenever one or more creatures die, put a rev counter on this Equipment. Equipped creature gets +X/+0, where X is the number of rev counters on this Equipment. Equip {3} [sideboard]	Chainsaw ¹ ^R Artifact -- Equipment When this Equipment enters, it deals 3 damage to up to one target creature. Whenever one or more creatures die, put a rev counter on this Equipment. Equipped creature gets +X/+0, where X is the number of rev counters on this Equipment. Equip {3} [sideboard]	Diversion Unit ¹ ^U Artifact Creature -- Robot Flying {U}, Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {3}. [sideboard] 2/1

Diversion Unit ① U Artifact Creature -- Robot Flying {U}, Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {3}. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diversion Unit ① U Artifact Creature -- Robot Flying {U}, Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {3}. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul-Guide Lantern ① Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul-Guide Lantern ① Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Soul-Guide Lantern ① Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steel Wrecking Ball ⑤ Artifact When this artifact enters, it deals 5 damage to target creature. {1}{R}, Discard this card: Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steel Wrecking Ball ⑤ Artifact When this artifact enters, it deals 5 damage to target creature. {1}{R}, Discard this card: Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steel Wrecking Ball ⑤ Artifact When this artifact enters, it deals 5 damage to target creature. {1}{R}, Discard this card: Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Warmaker Gunship 2 R Artifact -- Spacecraft When this Spacecraft enters, it deals damage equal to the number of artifacts you control to target creature an opponent controls. Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 6+.) 6+ Flying [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warmaker Gunship 2 R Artifact -- Spacecraft When this Spacecraft enters, it deals damage equal to the number of artifacts you control to target creature an opponent controls. Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 6+.) 6+ Flying [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warmaker Gunship 2 R Artifact -- Spacecraft When this Spacecraft enters, it deals damage equal to the number of artifacts you control to target creature an opponent controls. Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 6+.) 6+ Flying [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck1

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