

Braided Net ②② Artifact This artifact enters with three net counters on it. {T}, Remove a net counter from this artifact: Tap another target nonland permanent. Its activated abilities can't be activated for as long as it remains tapped. Craft with artifact {1}{U} ----- BACK FACE Braided Quipu Artifact {3}{U}, {T}: Draw a card for each artifact you control, then put this artifact into its owner's library third from the top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chainsaw ①R 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} 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	Cryogen Relic ①U Artifact When this artifact enters or leaves the battlefield, draw a card. {1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cryogen Relic ①U Artifact When this artifact enters or leaves the battlefield, draw a card. {1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cryogen Relic ①U Artifact When this artifact enters or leaves the battlefield, draw a card. {1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cryogen Relic ①U Artifact When this artifact enters or leaves the battlefield, draw a card. {1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Donatello, Gadget Master 2U 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	Dowsing Device 1R Artifact Whenever this artifact or another artifact you control enters, up to one target creature you control gets +1/+0 and gains haste until end of turn. Then transform this artifact if you control four or more artifacts. --- BACK FACE --- Geode Grotto Land -- Cave (Transforms from Dowsing Device.) {T}: Add {R}. {2}{R}, {T}: Until end of turn, target creature gains haste and gets +X/+0, where X is the number of artifacts you control. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fomori Vault Land {T}: Add {C}. {3}, {T}, Discard a card: Look at the top X cards of your library, where X is the number of artifacts you control. Put one of those cards into your hand and the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forensic Gadgeteer 2U Creature -- Vedalken Artificer Detective Whenever you cast an artifact spell, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Activated abilities of artifacts you control cost {1} less to activate. This effect can't reduce the mana in that cost to less than one mana. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forensic Gadgeteer 2U Creature -- Vedalken Artificer Detective Whenever you cast an artifact spell, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Activated abilities of artifacts you control cost {1} less to activate. This effect can't reduce the mana in that cost to less than one mana. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

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2/3

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This creature can't be blocked if an artifact entered the battlefield under your control this turn.

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U R

Flying
When this creature enters,
investigate. (Create a Clue token.
It's an artifact with "{2},
Sacrifice this token: Draw a card.")
Whenever you sacrifice an artifact,
put a +1/+1 counter on this
creature.

1/1

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When this creature enters,
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1/1

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① R

Equipped creature gets +1/+0 for each artifact you control.
{4}{R}: Create a token that's a copy of this Equipment.
Equip {R}

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

6 U U

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

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④ ⑤

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
Flying

3/4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mm'menon, the Right Hand 3 U U Legendary Creature -- Jellyfish Advisor Flying You may look at the top card of your library any time. You may cast artifact spells from the top of your library. Artifacts you control have "{T}: Add {U}." Spend this mana only to cast a spell from anywhere other than your hand." 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. 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	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	Ravenous Robots 1 R Artifact Creature -- Robot Whenever you cast an artifact spell, create a 1/1 colorless Robot artifact creature token. {R}, {T}: Creature tokens you control gain haste until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repurposing Bay ②④ Artifact {2}, {T}, Sacrifice another artifact: Search your library for an artifact card with mana value equal to 1 plus the sacrificed artifact's mana value, put that card onto the battlefield, then shuffle. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Simulacrum Synthesizer ②④ 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 PLAY botbox.dev	Spectral Restitching (card data unavailable) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Temple of Epiphany Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thopter Fabricator②① Artifact -- Vehicle Flying Whenever you draw your second card each turn, create a 1/1 colorless Thopter artifact creature token with flying. Crew 2 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Uthros, Titanic Godcore Land -- Planet This land enters tapped. {T}: Add {U}. Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.) 12+ {U}, {T}: Add {U} for each artifact you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Uthros, Titanic Godcore Land -- Planet This land enters tapped. {T}: Add {U}. Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.) 12+ {U}, {T}: Add {U} for each artifact you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Uthros, Titanic Godcore Land -- Planet This land enters tapped. {T}: Add {U}. Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.) 12+ {U}, {T}: Add {U} for each artifact you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Uthros, Titanic Godcore Land -- Planet This land enters tapped. {T}: Add {U}. Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.) 12+ {U}, {T}: Add {U} for each artifact you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warmaker Gunship 2R 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Worldwalker Helm 2U Artifact If you would create one or more artifact tokens, instead create those tokens plus an additional Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") {1}{U}, {T}: Create a token that's a copy of target artifact token you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Abrade 1R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abrade 1R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abrade 1R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abrade 1R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauntless Scrapbot ③ Artifact Creature -- Robot When this creature enters, exile each opponent's graveyard. Create a Lander token. (It's an artifact with "{2}, {T}", Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Diversion Unit ①① 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 PLAY botbox.dev	Diversion Unit ①① 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 PLAY botbox.dev	Diversion Unit ①① 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 PLAY botbox.dev
Diversion Unit ①① 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 PLAY botbox.dev	Esoteric Duplicator ②① Artifact -- Clue Whenever you sacrifice this artifact or another artifact, you may pay {2}. If you do, at the beginning of the next end step, create a token that's a copy of that artifact. {2}, Sacrifice this artifact: Draw a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire Magic ①R Instant Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire Magic ①R Instant Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fire Magic R Instant Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Vacuum 1 Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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