

Basilisk Collar ① Artifact -- Equipment Equipped creature has deathtouch and lifelink. (Any amount of damage it deals to a creature is enough to destroy it. Damage dealt by this creature also causes you to gain that much life.) Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)	Case of the Filched Falcon ① Enchantment -- Case When this Case enters, investigate. (Create a Clue token. It's an artifact with "{2}", Sacrifice this token: Draw a card.) To solve -- You control three or more artifacts. (If unsolved, solve at the beginning of your end step.) Solved -- {2}{U}, Sacrifice this Case: Put four +1/+1 counters on target noncreature artifact. It becomes a 0/0 Bird creature with flying in addition to its other types.	Case of the Filched Falcon ① Enchantment -- Case When this Case enters, investigate. (Create a Clue token. It's an artifact with "{2}", Sacrifice this token: Draw a card.) To solve -- You control three or more artifacts. (If unsolved, solve at the beginning of your end step.) Solved -- {2}{U}, Sacrifice this Case: Put four +1/+1 counters on target noncreature artifact. It becomes a 0/0 Bird creature with flying in addition to its other types.	Case of the Filched Falcon ① Enchantment -- Case When this Case enters, investigate. (Create a Clue token. It's an artifact with "{2}", Sacrifice this token: Draw a card.) To solve -- You control three or more artifacts. (If unsolved, solve at the beginning of your end step.) Solved -- {2}{U}, Sacrifice this Case: Put four +1/+1 counters on target noncreature artifact. It becomes a 0/0 Bird creature with flying in addition to its other types.
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When this artifact enters, exile target artifact or creature an opponent controls until this artifact leaves the battlefield.

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Land

{T}: Add {U}. Activate only if you control a Plains or an Island.

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Land

{2}, {T}, Sacrifice a token: Draw a card.

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{4}, {T}: Create a Treasure token.
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①

{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.

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Land -- Plains Island

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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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	Hardlight Containment Enchantment -- Aura Enchant artifact you control When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield. Enchanted permanent has ward {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hardlight Containment Enchantment -- Aura Enchant artifact you control When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield. Enchanted permanent has ward {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hardlight Containment Enchantment -- Aura Enchant artifact you control When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield. Enchanted permanent has ward {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. [T]: Add [R] or [W]. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ([T]: Add [U].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Krang, Master Mind 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ([T]: Add [R].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Multiversal Passage Land As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Multiversal Passage Land As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Multiversal Passage Land As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Multiversal Passage Land As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Nutrient Block1 Artifact -- Food Indestructible (Effects that say "destroy" don't destroy this artifact.) {2}, {T}, Sacrifice this artifact: You gain 3 life. When this artifact is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nutrient Block1 Artifact -- Food Indestructible (Effects that say "destroy" don't destroy this artifact.) {2}, {T}, Sacrifice this artifact: You gain 3 life. When this artifact is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nutrient Block1 Artifact -- Food Indestructible (Effects that say "destroy" don't destroy this artifact.) {2}, {T}, Sacrifice this artifact: You gain 3 life. When this artifact is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nutrient Block1 Artifact -- Food Indestructible (Effects that say "destroy" don't destroy this artifact.) {2}, {T}, Sacrifice this artifact: You gain 3 life. When this artifact is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

1 U R

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

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3/3

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Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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

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2/1

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Land

{T}: Add {R}.
{T}: Add {U}. Activate only if you control an Island or a Mountain.

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Land

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

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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

Land -- Island Mountain

($\{T\}$: Add $\{U\}$ or $\{R\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Land -- Island Mountain

($\{T\}$: Add $\{U\}$ or $\{R\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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($\{T\}$: Add $\{U\}$ or $\{R\}$.)
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Tezzeret, Cruel Captain ③ Legendary Planeswalker -- Tezzeret Whenever an artifact you control enters, put a loyalty counter on Tezzeret. [0]: Untap target artifact or creature. If it's an artifact creature, put a +1/+1 counter on it. [-3]: Search your library for an artifact card with mana value 1 or less, reveal it, put it into your hand, then shuffle. [-7]: You get an emblem with "At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it's not a creature, it becomes a 0/0 Robot artifact creature." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Enigma Jewel U Legendary Artifact The Enigma Jewel enters tapped. {T}: Add {C}{C}. Spend this mana only to activate abilities. Craft with four or more nonlands with activated abilities {8}{U} ({8}{U}), Exile this artifact, Exile the four or more from among other permanents you control and/or cards in your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) ----- BACK FACE ----- Locus of Enlightenment Legendary Artifact Locus of Enlightenment has each activated ability of the exiled cards used to craft it. You may activate each of those abilities only once each turn. Whenever you activate an ability that isn't a mana ability, copy it. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Mind Stone 1W Legendary Artifact -- Infinity Stone Indestructible {T}: Add {W}. {5}{W}, {T}: Harness The Mind Stone. (Once harnessed, its inf ability is active.) inf -- At the beginning of your end step, exile up to one other target nonland permanent you control, then return that card to the battlefield under its owner's control. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Vibranium Energy Daggers 1 Artifact -- Equipment Indestructible (Effects that say "destroy" don't destroy this Equipment.) Equipped creature gets +2/+2. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vibranium Energy Daggers 1 Artifact -- Equipment Indestructible (Effects that say "destroy" don't destroy this Equipment.) Equipped creature gets +2/+2. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vibranium Energy Daggers 1 Artifact -- Equipment Indestructible (Effects that say "destroy" don't destroy this Equipment.) Equipped creature gets +2/+2. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vibranium Energy Daggers 1 Artifact -- Equipment Indestructible (Effects that say "destroy" don't destroy this Equipment.) Equipped creature gets +2/+2. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voyage Home 5WU 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 PLAYbotbox.dev	Zoetic Glyph 2U Enchantment -- Aura Enchant artifact Enchanted artifact is a Golem creature with base power and toughness 5/4 in addition to its other types. When this Aura is put into a graveyard from the battlefield, discover 3. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zoetic Glyph 2U Enchantment -- Aura Enchant artifact Enchanted artifact is a Golem creature with base power and toughness 5/4 in addition to its other types. When this Aura is put into a graveyard from the battlefield, discover 3. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zoetic Glyph 2U Enchantment -- Aura Enchant artifact Enchanted artifact is a Golem creature with base power and toughness 5/4 in addition to its other types. When this Aura is put into a graveyard from the battlefield, discover 3. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Playtest cards - SecretSonOfIuchiban - Standard (ReCQ - Standard - SCG CON Dallas - Friday) sheet 9/10 - 8 cards - 2.5 x 3.5 in each
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.

Spider-Sense



Instant

Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)

Counter target instant spell,
sorcery spell, or triggered ability.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spider - Sense



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Counter target instant spell,
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[sidebar]

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Spider - Sense



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Counter target instant spell,
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[sidebar]

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With Great Power . . . (3) (W)

Enchantment - - Aura

Enchant creature you control
Enchanted creature gets +2/+2 for
each Aura and Equipment attached to
it.

All damage that would be dealt to you is dealt to enchanted creature instead.

[sideboard]

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