

Darksteel Citadel Artifact Land Indestructible {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darksteel Citadel Artifact Land Indestructible {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darksteel Citadel Artifact Land Indestructible {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darksteel Citadel Artifact Land Indestructible {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ensoul Artifact Enchantment -- Aura Enchant artifact Enchanted artifact is a creature with base power and toughness 5/5 in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ensoul Artifact Enchantment -- Aura Enchant artifact Enchanted artifact is a creature with base power and toughness 5/5 in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ensoul Artifact Enchantment -- Aura Enchant artifact Enchanted artifact is a creature with base power and toughness 5/5 in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ensoul Artifact Enchantment -- Aura Enchant artifact Enchanted artifact is a creature with base power and toughness 5/5 in addition to its other types. 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	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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①

Flying

0/2

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0/2

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Legendary Land

{T}: Add {U}.
Channel -- {3}{U}, Discard this
card: Return target artifact,
creature, enchantment, or
planeswalker to its owner's hand.
This ability costs {1} less to
activate for each legendary creature
you control.

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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

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W

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

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Portable Hole Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portable Hole Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portable Hole Artifact When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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{T}, Tap an untapped creature you control: Add one mana of any color.

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Land - - Town

This land enters tapped unless it's your first, second, or third turn of the game.

{T}: Add {C}.

{T}, Pay 1 life: Add one mana of any color.

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This land enters tapped unless it's your first, second, or third turn of the game.

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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

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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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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
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5 W U

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
You draw three cards and gain 3 life.

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Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
You draw three cards and gain 3 life.

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{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]

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Creature cards in graveyards and libraries can't enter the battlefield.
Players can't cast spells from graveyards or libraries.

[sideboard]

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W

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}.

[sideboard]

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Enchant artifact you control
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this Aura leaves the battlefield.
Enchanted permanent has ward {1}.

[sideboard]

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sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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.

Hardlight Containment ^W 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}. [sideboard]	Hardlight Containment ^W 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}. [sideboard]	Into the Flood Maw ^U Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. [sideboard]	Into the Flood Maw ^U Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. [sideboard]
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Sheltered by Ghosts ①W

Enchantment -- Aura

Enchant creature you control
When this Aura enters, exile target
nonland permanent an opponent
controls until this Aura leaves the
battlefield.

Enchanted creature gets +1/+0 and
has lifelink and ward {2}.

[sideboard]

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Sheltered by Ghosts ①W

Enchantment -- Aura

Enchant creature you control
When this Aura enters, exile target
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battlefield.

Enchanted creature gets +1/+0 and
has lifelink and ward {2}.

[sideboard]

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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."

[sideboard]

L 4

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