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| <div> <div>Arcbound Ravager2</div> <div>Artifact Creature -- Beast</div> <div> <p>Sacrifice an artifact: Put a +1/+1 counter on this creature.</p> <p>Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)</p> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Arcbound Ravager2</div> <div>Artifact Creature -- Beast</div> <div> <p>Sacrifice an artifact: Put a +1/+1 counter on this creature.</p> <p>Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)</p> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Arcbound Ravager2</div> <div>Artifact Creature -- Beast</div> <div> <p>Sacrifice an artifact: Put a +1/+1 counter on this creature.</p> <p>Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)</p> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Arcbound Ravager2</div> <div>Artifact Creature -- Beast</div> <div> <p>Sacrifice an artifact: Put a +1/+1 counter on this creature.</p> <p>Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)</p> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Blinkmoth Nexus</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{1}: This land becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.</p> <p>{1}, {T}: Target Blinkmoth creature gets +1/+1 until end of turn.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                          | <div> <div>Blinkmoth Nexus</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{1}: This land becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.</p> <p>{1}, {T}: Target Blinkmoth creature gets +1/+1 until end of turn.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                          | <div> <div>Blinkmoth Nexus</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{1}: This land becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.</p> <p>{1}, {T}: Target Blinkmoth creature gets +1/+1 until end of turn.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                          | <div> <div>Cranial Plating2</div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature gets +1/+0 for each artifact you control.</p> <p>{B}{B}: Attach this Equipment to target creature you control.</p> <p>Equip {1}</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                               |

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| <div><div>Cranial Plating②</div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+0 for each artifact you control.<br/>{B}{B}: Attach this Equipment to target creature you control.<br/>Equip {1}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cranial Plating②</div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+0 for each artifact you control.<br/>{B}{B}: Attach this Equipment to target creature you control.<br/>Equip {1}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cranial Plating②</div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+0 for each artifact you control.<br/>{B}{B}: Attach this Equipment to target creature you control.<br/>Equip {1}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Darksteel Citadel</div><div>Artifact Land</div><div>Indestructible<br/>{T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                       |
| <div><div>Darksteel Citadel</div><div>Artifact Land</div><div>Indestructible<br/>{T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div>Darksteel Citadel</div><div>Artifact Land</div><div>Indestructible<br/>{T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div>Darksteel Citadel</div><div>Artifact Land</div><div>Indestructible<br/>{T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div>Etched Champion③</div><div>Artifact Creature -- Soldier</div><div>Metalcraft -- This creature has protection from each color as long as you control three or more artifacts.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Etched Champion</div><div>Artifact Creature -- Soldier</div><div>Metalcraft -- This creature has protection from each color as long as you control three or more artifacts.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Etched Champion</div><div>Artifact Creature -- Soldier</div><div>Metalcraft -- This creature has protection from each color as long as you control three or more artifacts.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Etched Champion</div><div>Artifact Creature -- Soldier</div><div>Metalcraft -- This creature has protection from each color as long as you control three or more artifacts.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Galvanic Blast</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div></div></div> |
| <div><div><div>Galvanic Blast</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div></div></div>                                                               | <div><div><div>Galvanic Blast</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div></div></div>                                                               | <div><div><div>Galvanic Blast</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div></div></div>                                                               | <div><div><div>Glimmervoid</div><div>Land</div><div>At the beginning of the end step, if you control no artifacts, sacrifice this land.<br/>{T}: Add one mana of any color.</div></div></div>                            |

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| <div><div>Glimmervoid</div><div>Land</div><div>At the beginning of the end step, if you control no artifacts, sacrifice this land.<br/>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                         | <div><div>Glimmervoid</div><div>Land</div><div>At the beginning of the end step, if you control no artifacts, sacrifice this land.<br/>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                         | <div><div>Glimmervoid</div><div>Land</div><div>At the beginning of the end step, if you control no artifacts, sacrifice this land.<br/>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                         | <div><div>Inkmoth Nexus</div><div>Land</div><div>{T}: Add {C}.<br/>{1}: This land becomes a 1/1 Phyrexian Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Inkmoth Nexus</div><div>Land</div><div>{T}: Add {C}.<br/>{1}: This land becomes a 1/1 Phyrexian Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Inkmoth Nexus</div><div>Land</div><div>{T}: Add {C}.<br/>{1}: This land becomes a 1/1 Phyrexian Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Inkmoth Nexus</div><div>Land</div><div>{T}: Add {C}.<br/>{1}: This land becomes a 1/1 Phyrexian Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Memnite</div><div>Artifact Creature -- Construct</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                            |

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| <div> <div>Memnite</div> <div>Artifact Creature -- Construct</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                      | <div> <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>( {T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                | <div> <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>( {T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                | <div> <div>Mox Opal</div> <div>Legendary Artifact</div> <div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Mox Opal</div> <div>Legendary Artifact</div> <div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Mox Opal</div> <div>Legendary Artifact</div> <div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Mox Opal</div> <div>Legendary Artifact</div> <div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Ornithopter</div> <div>Artifact Creature -- Thopter</div> <div>Flying</div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                  |

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| <div><div>Ornithopter</div><div>Artifact Creature -- Thopter</div><div>Flying</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                             | <div><div>Ornithopter</div><div>Artifact Creature -- Thopter</div><div>Flying</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                             | <div><div>Ornithopter</div><div>Artifact Creature -- Thopter</div><div>Flying</div><div>0/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                             | <div><div>Signal Pest</div><div>Artifact Creature -- Pest</div><div>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)<br/>This creature can't be blocked except by creatures with flying or reach.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Signal Pest</div><div>Artifact Creature -- Pest</div><div>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)<br/>This creature can't be blocked except by creatures with flying or reach.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Signal Pest</div><div>Artifact Creature -- Pest</div><div>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)<br/>This creature can't be blocked except by creatures with flying or reach.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Signal Pest</div><div>Artifact Creature -- Pest</div><div>Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)<br/>This creature can't be blocked except by creatures with flying or reach.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spellskite</div><div>Artifact Creature -- Phyrexian Horror</div><div>{U/P}: Change a target of target spell or ability to this creature. ({U/P} can be paid with either {U} or 2 life.)</div><div>0/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         |

②

{U/P}: Change a target of target spell or ability to this creature. ({U/P} can be paid with either {U} or 2 life.)

0/4

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①

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      bothbox.dev

①

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

{T}: Put a +1/+1 counter on each artifact creature you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

{T}: Put a +1/+1 counter on each artifact creature you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

{T}: Put a +1/+1 counter on each artifact creature you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② BP

( $\{B/P\}$  can be paid with either  $\{B\}$  or 2 life.)

Lifelink (Damage dealt by this creature also causes you to gain that much life.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② BP

( $\{B/P\}$  can be paid with either  $\{B\}$  or 2 life.)

Lifelink (Damage dealt by this creature also causes you to gain that much life.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② BP

( $\{B/P\}$  can be paid with either  $\{B\}$  or 2 life.)

Lifelink (Damage dealt by this creature also causes you to gain that much life.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② BP

( $\{B/P\}$  can be paid with either  $\{B\}$  or 2 life.)

Lifelink (Damage dealt by this creature also causes you to gain that much life.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Destroy target artifact.  
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

Destroy target artifact.  
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Destroy target artifact.  
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

Destroy target artifact.  
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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[sideboard]
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| <div><div><div>Blood Moon</div><div>2R</div></div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div><div>Blood Moon</div><div>2R</div></div><div>Enchantment</div><div>Nonbasic lands are Mountains.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div><div>Dismember</div><div>1BPBP</div></div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Grafdigger's Cage</div><div>1</div></div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield.<br/>Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Spell Pierce</div><div>U</div></div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Spell Pierce</div><div>U</div></div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Spell Pierce</div><div>U</div></div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                 | <div><div><div>Thoughtseize</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     |

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| <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div>Sorcery</div> <div> Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Whipflare</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> Whipflare deals 2 damage to each nonartifact creature. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Whipflare</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> Whipflare deals 2 damage to each nonartifact creature. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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