Ancient Den

Artifact Land

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ardent Recruit (W)

Creature -- Human Soldier

Metalcraft -- This creature gets +2/+2 as long as you control three or more artifacts.

1/1

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Creature -- Human Soldier

Metalcraft -- This creature gets +2/+2 as long as you control three or more artifacts.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clowning Around (1)(W)

Sorcery

Create two 1/1 white Clown Robot artifact creature tokens, then roll a six-sided die. If the result is equal to or less than the number of Robots you control, create a 1/1 white Clown Robot artifact creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Barter, Lucas - Grixis Affinity (BRISTOL PAUPER LEAGUE: AUTUMN '26 - STAG sheet 1/10 - 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dispatch {W}

Instant

Tap target creature.
Metalcraft -- If you control three or more artifacts, exile that creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Dispatch {W}

Instant

Tap target creature.
Metalcraft -- If you control three or more artifacts, exile that creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dispel {U}

Instant

Counter target instant spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Island

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Keep Watch 2U

Instant

Draw a card for each attacking creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Luxknight Breacher 3W

Creature -- Human Knight

This creature enters with a +1/+1 counter on it for each other creature and/or artifact you control.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magitek Infantry W

Artifact Creature -- Robot Soldier

This creature gets +1/+0 as long as you control another artifact.
{2}{W}: Search your library for a card named Magitek Infantry, put it onto the battlefield tapped, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magitek Infantry W

Artifact Creature -- Robot Soldier

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Barter, Lucas - Grixis Affinity (BRISTOL PAUPER LEAGUE: AUTUMN '26 - STAG sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mechanized Ninja Cavalry {1}{R/W}

Artifact Creature -- Robot Ninja

When this creature enters, create a 1/1 colorless Robot artifact creature token.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact Creature -- Robot Ninja

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Metallic Rebuke {2}{U}

Instant

Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)
Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)
Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Barter, Lucas - Grixis Affinity (BRISTOL PAUPER LEAGUE: AUTUMN '26 - STAG sheet 4/10 - 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.

Metallic Rebuke (2)(U)

Instant

Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)
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Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)
Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate (1)(U)

Instant

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

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({T}: Add {W}.)

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razortide Bridge

Artifact Land

This land enters tapped.
Indestructible
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Razortide Bridge

Artifact Land

This land enters tapped.
Indestructible
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seat of the Synod

Artifact Land

{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seat of the Synod

Artifact Land

{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Seat of the Synod

Artifact Land

{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springleaf Drum (1)

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Springleaf Drum {1}

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Summon: Choco/Mog {2}{W}

Enchantment Creature -- Saga Bird Moogle

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II, III, IV -- Stampede! -- Other creatures you control get +1/+0 until end of turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Survivors' Encampment

Land -- Desert

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Survivors' Encampment

Land -- Desert

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtcast {4}{U}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtcast {4}{U}

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

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Thoughtcast {4}{U}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Utrom Monitor {4}{U}

Artifact Creature -- Utrom Scientist

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
Flying (This creature can't be blocked except by creatures with flying or reach.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
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Flying (This creature can't be blocked except by creatures with flying or reach.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Apostle's Blessing {1}{W/P}

Instant

({W/P} can be paid with either {W} or 2 life.)
Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

({W/P} can be paid with either {W} or 2 life.)
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dispatch {W}

Instant

Tap target creature.
Metalcraft -- If you control three or more artifacts, exile that creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guardians' Pledge {1}{W}{W}

Instant

White creatures you control get +2/+2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Barter, Lucas - Grixis Affinity (BRISTOL PAUPER LEAGUE: AUTUMN '26 - STAG sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Guardians' Pledge {1}{W}{W}

Instant

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirit Link {W}

Enchantment -- Aura

Enchant creature (Target a creature as you cast this. This card enters attached to that creature.)
Whenever enchanted creature deals damage, you gain that much life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchant creature (Target a creature as you cast this. This card enters attached to that creature.)
Whenever enchanted creature deals damage, you gain that much life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steel Sabotage {U}

Instant

Choose one --
* Counter target artifact spell.
* Return target artifact to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steel Sabotage {U}

Instant

Choose one --
* Counter target artifact spell.
* Return target artifact to its owner's hand.

[sideboard]

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[sideboard]

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Thraben Charm (1)(W)

Instant

Choose one --
* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.
* Destroy target enchantment.
* Exile any number of target players' graveyards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Choose one --
* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.
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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Barter, Lucas - Grixis Affinity (BRISTOL PAUPER LEAGUE: AUTUMN '26 - STAG sheet 10/10 - 3 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.