

**Playtest cards - TheTokePope - Jeskai Artifacts (Standard League)** 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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| <div><div>Clay-Fired Bricks</div><div><div>1</div><div>W</div></div></div> <div><div>Artifact</div><div>When this artifact enters, search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. You gain 2 life.<br/>Craft with artifact {5}{W}{W} {{5}{W}{W}}, Exile this artifact, Exile another artifact you control or an artifact card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)</div><div>----- BACK FACE -----</div><div><div>Cosmium Kiln</div><div>Artifact</div><div>When this artifact enters, create two 1/1 colorless Gnome artifact creature tokens.<br/>Creatures you control get +1/+1.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Cryogen Relic</div><div><div>1</div><div>U</div></div></div> <div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, draw a card.<br/>{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.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Cryogen Relic</div><div><div>1</div><div>U</div></div></div> <div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, draw a card.<br/>{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.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Cryogen Relic</div><div><div>1</div><div>U</div></div></div> <div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, draw a card.<br/>{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.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
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| <div><div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div><div>{T}: Add {W} or {U}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div><div>{T}: Add {W} or {U}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div><div>{T}: Add {W} or {U}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div><div>{T}: Add {W} or {U}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                            | <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.</div><div>This land enters tapped.</div><div>When this land enters, surveil 1.</div><div>(Look at the top card of your library. You may put it into your graveyard.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                   | <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.</div><div>This land enters tapped.</div><div>When this land enters, surveil 1.</div><div>(Look at the top card of your library. You may put it into your graveyard.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                   | <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.</div><div>This land enters tapped.</div><div>When this land enters, surveil 1.</div><div>(Look at the top card of your library. You may put it into your graveyard.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                   |
| <div><div>Perilous Snare</div><div>Artifact</div><div>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)</div><div>When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield.</div><div>Max speed -- {T}: Put a +1/+1 counter on target creature or Vehicle you control. Activate only as a sorcery.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Perilous Snare</div><div>Artifact</div><div>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)</div><div>When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield.</div><div>Max speed -- {T}: Put a +1/+1 counter on target creature or Vehicle you control. Activate only as a sorcery.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Perilous Snare</div><div>Artifact</div><div>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)</div><div>When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield.</div><div>Max speed -- {T}: Put a +1/+1 counter on target creature or Vehicle you control. Activate only as a sorcery.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Perilous Snare</div><div>Artifact</div><div>Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)</div><div>When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield.</div><div>Max speed -- {T}: Put a +1/+1 counter on target creature or Vehicle you control. Activate only as a sorcery.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Petrified Hamlet</div><div>Land</div><div>When this land enters, choose a land card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.<br/>Lands with the chosen name have "{T}: Add {C}."<br/>{T}: Add {C}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pinnacle Starcage1WW</div><div>Artifact</div><div>When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield.<br/>{6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pinnacle Starcage1WW</div><div>Artifact</div><div>When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield.<br/>{6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pinnacle Starcage1WW</div><div>Artifact</div><div>When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield.<br/>{6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                             | <div><div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                           | <div><div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                           | <div><div><div>Repurposing Bay2U</div><div>Artifact</div><div>{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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                       |

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| <div><div><div>The Fire Crystal</div><div>2RR</div></div><div>Legendary Artifact</div><div>Red spells you cast cost {1} less to cast.<br/>Creatures you control have haste.<br/>{4}{R}{R}, {T}: Create a token that's a copy of target creature you control. Sacrifice it at the beginning of the next end step.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                               | <div><div><div>The Irencrag</div><div>2</div></div><div>Legendary Artifact</div><div>{T}: Add {C}.<br/>Whenever a legendary creature you control enters, you may have The Irencrag become a legendary Equipment artifact named Everflame, Heroes' Legacy. If you do, it gains equip {3} and "Equipped creature gets +3/+3" and loses all other abilities.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div><div>The Mind Stone</div><div>1W</div></div><div>Legendary Artifact -- Infinity Stone</div><div>Indestructible<br/>{T}: Add {W}.<br/>{5}{W}, {T}: Harness The Mind Stone. (Once harnessed, its inf ability is active.)<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>The Mind Stone</div><div>1W</div></div><div>Legendary Artifact -- Infinity Stone</div><div>Indestructible<br/>{T}: Add {W}.<br/>{5}{W}, {T}: Harness The Mind Stone. (Once harnessed, its inf ability is active.)<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div> Astelli Reclaimer 3WW </div> <div>Creature -- Angel Warrior</div> <div> Flying<br/> When this creature enters, return target noncreature, nonland permanent card with mana value X or less from your graveyard to the battlefield, where X is the amount of mana spent to cast this creature.<br/> Warp {2}{W} </div> <div>[sideboard]</div> <div> 5/4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Authority of the Consuls W </div> <div>Enchantment</div> <div> Creatures your opponents control enter tapped.<br/> Whenever a creature an opponent controls enters, you gain 1 life. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                         | <div> Authority of the Consuls W </div> <div>Enchantment</div> <div> Creatures your opponents control enter tapped.<br/> Whenever a creature an opponent controls enters, you gain 1 life. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                               | <div> Authority of the Consuls W </div> <div>Enchantment</div> <div> Creatures your opponents control enter tapped.<br/> Whenever a creature an opponent controls enters, you gain 1 life. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                               |

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| <div><div>Spell Pierce</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>Torpor Orb</div><div>Artifact</div><div>Creatures entering don't cause abilities to trigger.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Torpor Orb</div><div>Artifact</div><div>Creatures entering don't cause abilities to trigger.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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