

Braided Net 2 U Artifact This artifact enters with three net counters on it. {T}, Remove a net counter from this artifact: Tap another target nonland permanent. Its activated abilities can't be activated for as long as it remains tapped. Craft with artifact {1}{U} ----- BACK FACE ----- Braided Quipu 1 W Artifact {3}{U}, {T}: Draw a card for each artifact you control, then put this artifact into its owner's library third from the top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Castle Doom 1 U Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast an artifact spell. {3}, {T}, Sacrifice an artifact: Create a 3/3 colorless Robot Villain artifact creature token named Doombot. Activate only as a sorcery.	Castle Doom 1 W Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast an artifact spell. {3}, {T}, Sacrifice an artifact: Create a 3/3 colorless Robot Villain artifact creature token named Doombot. Activate only as a sorcery.	Clay-Fired Bricks 1 W Artifact 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. 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.) ----- BACK FACE ----- Cosmium Kiln 1 U Artifact When this artifact enters, create two 1/1 colorless Gnome artifact creature tokens. Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Clay-Fired Bricks 1 W Artifact 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. 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.) ----- BACK FACE ----- Cosmium Kiln 1 U Artifact When this artifact enters, create two 1/1 colorless Gnome artifact creature tokens. Creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cryogen Relic 1 U Artifact When this artifact enters or leaves the battlefield, draw a card. {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.)	Cryogen Relic 1 U Artifact When this artifact enters or leaves the battlefield, draw a card. {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.)	Cryogen Relic 1 U Artifact When this artifact enters or leaves the battlefield, draw a card. {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.)

Cryogen Relic 1 U Artifact When this artifact enters or leaves the battlefield, draw a card. {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deserted Beach Land This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deserted Beach Land This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expedition Map 1 Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fomori Vault Land {T}: Add {C}. {3}, {T}, Discard a card: Look at the top X cards of your library, where X is the number of artifacts you control. Put one of those cards into your hand and the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fomori Vault Land {T}: Add {C}. {3}, {T}, Discard a card: Look at the top X cards of your library, where X is the number of artifacts you control. Put one of those cards into your hand and the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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	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
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	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	Ishgard, the Holy See Land -- Town This land enters tapped. {T}: Add {W}. ----- - - - ADVENTURE - - - Faith & Grief 3WW Sorcery -- Adventure Return up to two target artifact and/or enchantment cards from your graveyard to your hand. (Then exile this card. You may play the land later from exile.) 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	Mistrise Village Land This land enters tapped unless you control a Mountain or a Forest. {T}: Add {U}. {U}, {T}: The next spell you cast this turn can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Perilous Snare2W Artifact 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.) When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield. Max speed -- {T}: Put a +1/+1 counter on target creature or Vehicle you control. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Perilous Snare2W Artifact 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.) When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield. Max speed -- {T}: Put a +1/+1 counter on target creature or Vehicle you control. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Perilous Snare2W Artifact 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.) When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield. Max speed -- {T}: Put a +1/+1 counter on target creature or Vehicle you control. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Perilous Snare2W Artifact 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.) When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield. Max speed -- {T}: Put a +1/+1 counter on target creature or Vehicle you control. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pinnacle Starcage1WW Artifact When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield. {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pinnacle Starcage1WW Artifact When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield. {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Pinnacle Starcage 1 W W Artifact When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield. {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pinnacle Starcage 1 W W Artifact When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield. {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Repurposing Bay 2 U Artifact {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Repurposing Bay 2 U Artifact {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repurposing Bay 2U Artifact {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Repurposing Bay 2U Artifact {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simulacrum Synthesizer 2U Artifact When this artifact enters, scry 2. Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simulacrum Synthesizer 2U Artifact When this artifact enters, scry 2. Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Simulacrum Synthesizer 2U Artifact When this artifact enters, scry 2. Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simulacrum Synthesizer 2U Artifact When this artifact enters, scry 2. Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spring-Loaded Sawblades 1W Artifact Flash When this artifact enters, it deals 5 damage to target tapped creature an opponent controls. Craft with artifact {3}{W} ({3}{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.) ----- BACK FACE ----- Bladewheel Chariot Artifact -- Vehicle Tap two other untapped artifacts you control: This Vehicle becomes an artifact creature until end of turn. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spring-Loaded Sawblades 1W Artifact Flash When this artifact enters, it deals 5 damage to target tapped creature an opponent controls. Craft with artifact {3}{W} ({3}{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.) ----- BACK FACE ----- Bladewheel Chariot Artifact -- Vehicle Tap two other untapped artifacts you control: This Vehicle becomes an artifact creature until end of turn. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

The Fire Crystal 2RR Legendary Artifact Red spells you cast cost {1} less to cast. Creatures you control have haste. {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Irencrag 2 Legendary Artifact {T}: Add {C}. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Irencrag 2 Legendary Artifact {T}: Add {C}. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Thousand Moons Smithy 2WW Legendary Artifact When Thousand Moons Smithy enters, create a white Gnome Soldier artifact creature token with "This token's power and toughness are each equal to the number of artifacts and/or creatures you control." At the beginning of your first main phase, you may tap five untapped artifacts and/or creatures you control. If you do, transform Thousand Moons Smithy. ----- - - - BACK FACE - - - Barracks of the Thousand Legendary Artifact Land (Transforms from Thousand Moons Smithy.) {T}: Add {W}. Whenever you cast an artifact or creature spell using mana produced by Barracks of the Thousand, create a white Gnome Soldier artifact creature token with "This token's power and toughness are each equal to the number of artifacts and/or creatures you control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Torpor Orb 2 Artifact Creatures entering don't cause abilities to trigger. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

United Battlefront

③ ④ W

Sorcery

Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

United Battlefront

③ ④ W

Sorcery

Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

United Battlefront

③ ④ W

Sorcery

Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

United Battlefront

③ ④ W

Sorcery

Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Captain Marvel, Earth's Protector

③ W W

Legendary Creature -- Human Kree Hero

Flash
Flying, lifelink
Power-up -- {5}{W}{W}: Put a +1/+1
counter and an indestructible
counter on Captain Marvel. (Activate
each power-up ability only once.
Reduce the cost by her mana cost if
she entered this turn.)

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Judgment

2 W W

Sorcery

Destroy all creatures.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke

①②

Instant

Counter target spell with mana value 4 or greater.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke

①②

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - mw_94gA - Jeskai Artifacts (??? ~????????????~ Izzet Explosive Experiment

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.

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

Erode Instant Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Erode Instant Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	King T'Challa Flash Whenever a player draws their second card each turn, you draw a card. {4}{W}{U}: Transform King T'Challa. Activate only as a sorcery. [sideboard] 3/2 --- BACK FACE --- Black Panther, Hope Enduring Flash Double strike Prevent all damage that would be dealt to Black Panther. Whenever Black Panther deals combat damage to a player, draw a card. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	King T'Challa Flash Whenever a player draws their second card each turn, you draw a card. {4}{W}{U}: Transform King T'Challa. Activate only as a sorcery. [sideboard] 3/2 --- BACK FACE --- Black Panther, Hope Enduring Flash Double strike Prevent all damage that would be dealt to Black Panther. Whenever Black Panther deals combat damage to a player, draw a card. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rest in Peace Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Torpor Orb ② Artifact Creatures entering don't cause abilities to trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Torpor Orb ② Artifact Creatures entering don't cause abilities to trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voice of Victory ①W Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
---	---	---	--