

Blacksmith's Skill W Instant Target permanent gains hexproof and indestructible until end of turn. If it's an artifact creature, it gets +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Colossus Hammer 1 Artifact -- Equipment Equipped creature gets +10/+10 and loses flying. Equip {8} ({8}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Colossus Hammer 1 Artifact -- Equipment Equipped creature gets +10/+10 and loses flying. Equip {8} ({8}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Colossus Hammer 1 Artifact -- Equipment Equipped creature gets +10/+10 and loses flying. Equip {8} ({8}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - Altraxia - Modern (Modern League)

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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 1/10 - 8 cards - 2.5 x 3.5 in each

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Ingenious Smith 1 W Creature -- Human Artificer When this creature enters, look at the top four cards of your library. You may reveal an artifact card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. Whenever one or more artifacts you control enter, put a +1/+1 counter on this creature. This ability triggers only once each turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inkmoth Nexus Land {T}: Add {C}. {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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inkmoth Nexus Land {T}: Add {C}. {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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inkmoth Nexus Land {T}: Add {C}. {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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Memnite Artifact Creature -- Construct 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memnite Artifact Creature -- Construct 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memnite Artifact Creature -- Construct 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nettlecyst Artifact -- Equipment Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.) Equipped creature gets +1/+1 for each artifact and/or enchantment you control. Equip {2} 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ornithopter Artifact Creature -- Thopter Flying 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ornithopter Artifact Creature -- Thopter Flying 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ornithopter Artifact Creature -- Thopter Flying 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ornithopter Artifact Creature -- Thopter Flying 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Equipped creature has "{T}: Add one
mana of any color."
Equip {1}
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WW

Whenever an Equipment you control enters, you may draw a card.
Metalcraft -- Equipment you control have equip {0} as long as you control three or more artifacts.

2/2

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WW

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2/2

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2/2

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WW

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Metalcraft -- Equipment you control have equip {0} as long as you control three or more artifacts.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Equipped creature gets +1/+1 and has trample and lifelink.
{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

You may cast Aura and Equipment spells as though they had flash. Whenever an Equipment you control enters, you may attach it to target creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sigarda's Aid Enchantment You may cast Aura and Equipment spells as though they had flash. Whenever an Equipment you control enters, you may attach it to target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sigarda's Aid Enchantment You may cast Aura and Equipment spells as though they had flash. Whenever an Equipment you control enters, you may attach it to target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sigarda's Aid Enchantment You may cast Aura and Equipment spells as though they had flash. Whenever an Equipment you control enters, you may attach it to target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Silent Clearing Land {T}, Pay 1 life: Add {W} or {B}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Basic Snow Land -- Plains

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Artifact

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Creature -- Kor Artificer

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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1/2

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Creature -- Kor Artificer

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

Artifact -- Equipment

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Saga Enchantment Land -- Urza's Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Saga Enchantment Land -- Urza's Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Saga Enchantment Land -- Urza's Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Saga Enchantment Land -- Urza's Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blacksmith's Skill Instant Target permanent gains hexproof and indestructible until end of turn. If it's an artifact creature, it gets +2/+2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blacksmith's Skill Instant Target permanent gains hexproof and indestructible until end of turn. If it's an artifact creature, it gets +2/+2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cathar Commando Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cathar Commando Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Defense Grid Artifact Each spell costs {3} more to cast except during its controller's turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Defense Grid Artifact Each spell costs {3} more to cast except during its controller's turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	On Thin Ice Snow Enchantment -- Aura Enchant snow land you control When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	On Thin Ice Snow Enchantment -- Aura Enchant snow land you control When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Sanctifier en-Vec



Creature -- Human Cleric

Protection from black and from red
When this creature enters, exile all cards that are black or red from all graveyards.

If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sword of Sinew and Steel ③

Artifact -- Equipment

Equipped creature gets +2/+2 and has protection from black and from red. Whenever equipped creature deals combat damage to a player, destroy up to one target planeswalker and up to one target artifact.

Equip {2}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sword of War and Peace ③

Artifact -- Equipment

Equipped creature gets +2/+2 and has protection from red and from white. Whenever equipped creature deals combat damage to a player, this Equipment deals damage to that player equal to the number of cards in their hand and you gain 1 life for each card in your hand.

Equip {2}

[sideboard]

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