Aerial Doombot (U)

Artifact Creature -- Robot Villain

Flying
Power-up -- {5}{U}: Put three +1/+1 counters on this creature. (Activate each power-up ability only once. Reduce the cost by its mana cost if it entered this turn.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aether Spellbomb (1)

Artifact

{U}, Sacrifice this artifact: Return target creature to its owner's hand.
{1}, Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arena of Glory

Land

This land enters tapped unless you control a Mountain.
{T}: Add {R}.
{R}, {T}, Exert this land: Add {R}{R}. If any of that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Baleful Strix (U)(B)

Artifact Creature -- Bird

Flying, deathtouch
When this creature enters, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blackcleave Cliffs

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blade of the Oni (1)(B)

Artifact Creature -- Equipment Demon

Menace
Equipped creature has base power and toughness 5/5, has menace, and is a black Demon in addition to its other colors and types.
Reconfigure {2}{B}{B} ({2}{B}{B}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blazemire Verge

Land

{T}: Add {B}.
{T}: Add {R}. Activate only if you control a Swamp or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Blightstep Pathway

Land

{T}: Add {B}.

- - - BACK FACE - - -

Searstep Pathway

Land

{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Fountain (B)

Artifact

When this artifact enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")
{3}{B}, {T}, Sacrifice this artifact: Return up to two target creature cards from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bomat Courier (1)

Artifact Creature -- Construct

Haste
Whenever this creature attacks, exile the top card of your library face down. (You can't look at it.)
{R}, Discard your hand, Sacrifice this creature: Put all cards exiled with this creature into their owners' hands.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

Chainsaw (1)(R)

Artifact -- Equipment

When this Equipment enters, it deals 3 damage to up to one target creature.
Whenever one or more creatures die, put a rev counter on this Equipment.
Equipped creature gets +X/+0, where X is the number of rev counters on this Equipment.
Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chrome Mox (0)

Artifact

Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.
{T}: Add one mana of any of the exiled card's colors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Clearwater Pathway

Land

{T}: Add {U}.

- - - BACK FACE - - -

Murkwater Pathway

Land

{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clockwork Percussionist {R}

Artifact Creature -- Monkey Toy

Haste
When this creature dies, exile the top card of your library. You may play it until the end of your next turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crabomination {4}{B}{B}

Creature -- Crab Demon

Emerge from artifact {5}{B}{B} (You may cast this spell by sacrificing an artifact and paying the emerge cost reduced by that artifact's mana value.)
When this creature enters, target opponent exiles the top card of their library, a card at random from their graveyard, and a card at random from their hand. You may cast a spell from among cards exiled this way without paying its mana cost.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cranial Ram {B}{R}

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 +X/+1, where X is the number of artifacts you control.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deadly Dispute {1}{B}

Instant

As an additional cost to cast this spell, sacrifice an artifact or creature.
Draw two cards and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demonic Junker {6}{B}

Artifact -- Vehicle

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
When this Vehicle enters, for each player, destroy up to one target creature that player controls. If a creature you controlled was destroyed this way, put two +1/+1 counters on this Vehicle.
Crew 2

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Diversion Unit {1}{U}

Artifact Creature -- Robot

Flying
{U}, Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {3}.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dowsing Device {1}{R}

Artifact

Whenever this artifact or another artifact you control enters, up to one target creature you control gets +1/+0 and gains haste until end of turn. Then transform this artifact if you control four or more artifacts.

- - - BACK FACE - - -

Geode Grotto

Land -- Cave

(Transforms from Dowsing Device.)
{T}: Add {R}.
{2}{R}, {T}: Until end of turn, target creature gains haste and gets +X/+0, where X is the number of artifacts you control. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Drossforge Bridge

Artifact Land

This land enters tapped.
Indestructible
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eater of Virtue {1}

Legendary Artifact -- Equipment

Whenever equipped creature dies, exile it.
Equipped creature gets +2/+0.
As long as a card exiled with Eater of Virtue has flying, equipped creature has flying. The same is true for first strike, double strike, deathtouch, haste, hexproof, indestructible, lifelink, menace, protection, reach, trample, and vigilance.
Equip {1}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emissary Escort {1}{U}

Artifact Creature -- Robot Soldier

This creature gets +X/+0, where X is the greatest mana value among other artifacts you control.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enthusiastic Mechanaut {U}{R}

Artifact Creature -- Goblin Artificer

Flying
Artifact spells you cast cost {1} less to cast.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Etherium Pteramander {B}

Artifact Creature -- Salamander Drake

Flying
This creature can block only creatures with flying.
{6}{B}: Adapt 4. This ability costs {1} less to activate for each other artifact you control. (If this creature has no +1/+1 counters on it, put four +1/+1 counters on it.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Experimental Synthesizer {R}

Artifact

When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.
{2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fiery Islet

Land

{T}, Pay 1 life: Add {U} or {R}.
{1}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 PLAY botbox.dev

Forgefire Automaton 7

Artifact Creature -- Construct

Prototype {2}{B} -- 3/2
At the beginning of your upkeep, return target creature card with power less than this creature's power from your graveyard to the battlefield. Its base power perpetually becomes equal to this creature's power.

8/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frogmite 4

Artifact Creature -- Frog

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frogmyr Enforcer 7

Artifact Creature -- Frog Myr

Prototype {3}{R} -- 2/2 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)
Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gloomlake Verge

Land

{T}: Add {U}.
{T}: Add {B}. Activate only if you control an Island or a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Furnace

Artifact Land

{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grim Bauble B

Artifact

When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn.
{2}{B}, {T}, Sacrifice this artifact: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Herald of Anguish 5BB

Creature -- Demon

Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)
Flying
At the beginning of your end step, each opponent discards a card.
{1}{B}, Sacrifice an artifact: Target creature gets -2/-2 until end of turn.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Hope of Ghirapur {1}

Legendary Artifact Creature -- Thopter

Flying
Sacrifice Hope of Ghirapur: Until your next turn, target player who was dealt combat damage by Hope of Ghirapur this turn can't cast noncreature spells.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Improvised Arsenal {1}{R}

Artifact -- Equipment

Equipped creature gets +1/+0 for each artifact you control.
{4}{R}: Create a token that's a copy of this Equipment.
Equip {R}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Imskir Iron-Eater {6}{B}{R}

Legendary Creature -- Demon

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
When Imskir enters, you draw X cards and you lose X life, where X is half the number of artifacts you control, rounded down.
{3}{R}, Sacrifice an artifact: Imskir deals damage equal to the sacrificed artifact's mana value to any target.

5/5

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kappa Cannoneer {5}{U}

Artifact Creature -- Turtle Warrior

Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)
Ward {4}
Whenever this creature or another artifact you control enters, put a +1/+1 counter on this creature. It can't be blocked this turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karn, Scion of Urza {4}

Legendary Planeswalker -- Karn

[+1]: Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it.
[-1]: Put a card you own with a silver counter on it from exile into your hand.
[-2]: Create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control."

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krang, Master Mind {6}{U}{U}

Legendary Artifact Creature -- Utrom Warrior

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
When Krang enters, if you have fewer than four cards in hand, draw cards equal to the difference.
Krang gets +1/+0 for each other artifact you control.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Its - Unknown format (Gladiator Proving Grounds) sheet 6/13 - 8 cards - 2.5 x 3.5 in each

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Legion Extruder (1)(R)

Artifact

When this artifact enters, it deals 2 damage to any target.
{2}, {T}, Sacrifice another artifact: Create a 3/3 colorless Golem artifact creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lich's Relic (B)

Artifact -- Equipment

When this Equipment enters, you may pay {2}. When you do, for each opponent, destroy up to one target creature or planeswalker that player controls.
Equipped creature gets +2/+1.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marsh Flats

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Memory Guardian (4)(U)

Artifact Creature -- Robot Artificer

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

3/4

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

Mishra's Bauble (0)

Artifact

{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mistvault Bridge

Artifact Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Misty Rainforest

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Moonsnare Prototype (U)

Artifact

{T}, Tap an untapped artifact or creature you control: Add {C}.
Channel -- {4}{U}, Discard this card: The owner of target nonland permanent puts it on their choice of the top or bottom of their library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mount Doom

Legendary Land

{T}, Pay 1 life: Add {B} or {R}.
{1}{B}{R}, {T}: Mount Doom deals 1 damage to each opponent.
{5}{B}{R}, {T}, Sacrifice Mount Doom and a legendary artifact: Choose up to two creatures, then destroy the rest. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Opal (0)

Legendary Artifact

Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mukotai Soulripper (1)(B)

Artifact -- Vehicle

Whenever this Vehicle attacks, you may sacrifice another artifact or creature. If you do, put a +1/+1 counter on this Vehicle and it gains menace until end of turn.
Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.)

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

My Precious (3)

Legendary Artifact -- Equipment

Equipped creature has hexproof and can't be blocked.
Equip--{2}, Pay 2 life.

- - - ADVENTURE - - -

Allure of Power (1)(B)

Instant -- Adventure

As an additional cost to cast this spell, sacrifice a creature.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Myr Enforcer (7)

Artifact Creature -- Myr

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

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oni-Cult Anvil (B)(R)

Artifact

Whenever one or more artifacts you control leave the battlefield during your turn, create a 1/1 colorless Construct artifact creature token. This ability triggers only once each turn.
{T}, Sacrifice an artifact: This artifact deals 1 damage to each opponent. You gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ornithopter (0)

Artifact Creature -- Thopter

Flying

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Its - Unknown format (Gladiator Proving Grounds) sheet 8/13 - 8 cards - 2.5 x 3.5 in each

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Phyrexian Fleshgorger 7

Artifact Creature -- Phyrexian Wurm

Prototype {1}{B}{B} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.)
Menace, lifelink
Ward--Pay life equal to this creature's power.

7/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Revoker 2

Artifact Creature -- Phyrexian Horror

As this creature enters, choose a nonland card name.
Activated abilities of sources with the chosen name can't be activated.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Scriptures 2BB

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Put a +1/+1 counter on up to one target creature. That creature becomes an artifact in addition to its other types.
II -- Destroy all nonartifact creatures.
III -- Exile all opponents' graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pinnacle Emissary 1UR

Artifact Creature -- Robot

Whenever you cast an artifact spell, create a 1/1 colorless Drone artifact creature token with flying and "This token can block only creatures with flying."
Warp {U/R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Power Depot

Artifact Land

This land enters tapped.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast artifact spells or activate abilities of artifacts.
Modular 1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyrite Spellbomb 1

Artifact

{R}, Sacrifice this artifact: It deals 2 damage to any target.
{1}, Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rabbit Battery R

Artifact Creature -- Equipment Rabbit

Haste
Equipped creature gets +1/+1 and has haste.
Reconfigure {R} ({R}: Attach to target creature you control; or unattach from a creature. Reconfigure only as a sorcery. While attached, this isn't a creature.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Razorlash Transmogrant (2)

Artifact Creature -- Zombie

This creature can't block.
{4}{B}{B}: Return this card from your graveyard to the battlefield with a +1/+1 counter on it. This ability costs {4} less to activate if an opponent controls four or more nonbasic lands.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Refurbished Familiar (3)(B)

Artifact Creature -- Zombie Rat

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
Flying
When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riverglide Pathway

Land

{T}: Add {U}.

- - - BACK FACE - - -

Lavaglide Pathway

Land

{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riverpyre Verge

Land

{T}: Add {R}.
{T}: Add {U}. Activate only if you control an Island or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scalding Tarn

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scene of the Crime

Artifact Land -- Clue

This land enters tapped.
{T}: Add {C}.
{T}, Tap an untapped creature you control: Add one mana of any color.
{2}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scrapheap Scrounger (2)

Artifact Creature -- Construct

This creature can't block.
{1}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield.

3/2

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

Playtest cards - Its - Unknown format (Gladiator Proving Grounds) sheet 10/13 - 8 cards - 2.5 x 3.5 in each

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Silverbluff Bridge

Artifact Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smuggler's Copter (2)

Artifact -- Vehicle

Flying
Whenever this Vehicle attacks or blocks, you may draw a card. If you do, discard a card.
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.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steam Vents

Land -- Island Mountain

({T}: Add {U} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surge Engine (2)

Artifact Creature -- Construct

Defender
{U}: This creature loses defender and gains "This creature can't be blocked."
{2}{U}: This creature becomes blue and has base power and toughness 5/4. Activate only if this creature doesn't have defender.
{4}{U}{U}: Draw three cards. Activate only if this creature is blue and only once.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Talisman of Creativity (2)

Artifact

{T}: Add {C}.
{T}: Add {U} or {R}. This artifact deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Talisman of Dominance (2)

Artifact

{T}: Add {C}.
{T}: Add {U} or {B}. This artifact deals 1 damage to you.

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Talisman of Indulgence (2)

Artifact

{T}: Add {C}.
{T}: Add {B} or {R}. This artifact deals 1 damage to you.

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Playtest cards - Its - Unknown format (Gladiator Proving Grounds) sheet 11/13 - 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.

The Aetherspark {4}

Legendary Artifact Planeswalker -- Equipment

As long as The Aetherspark is attached to a creature, The Aetherspark can't be attacked and has "Whenever equipped creature deals combat damage during your turn, put that many loyalty counters on The Aetherspark."
[+1]: Attach The Aetherspark to up to one target creature you control. Put a +1/+1 counter on that creature.
[-5]: Draw two cards.
[-10]: Add ten mana of any one color.

L 4

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The One Ring {4}

Legendary Artifact

Indestructible
When The One Ring enters, if you cast it, you gain protection from everything until your next turn.
At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.
{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

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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.

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Thought Monitor {6}{U}

Artifact Creature -- Construct

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
Flying
When this creature enters, draw two cards.

2/2

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Tithing Blade {1}{B}

Artifact

When this artifact enters, each opponent sacrifices a creature of their choice.
Craft with creature {4}{B} ({4}{B}, Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

- - - BACK FACE - - -

Consuming Sepulcher

Artifact

At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.

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Tome of Gadwick {U}

Artifact -- Book Equipment

Equipped creature gets +1/+0 and has ward {1}.
Whenever equipped creature attacks, conjure a random card from Tome of Gadwick's spellbook into your hand.
Equip {1}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Treasure Vault

Artifact Land

{T}: Add {C}.
{X}{X}, {T}, Sacrifice this land: Create X Treasure tokens.

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Umezawa's Jitte {2}

Legendary Artifact -- Equipment

Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte.
Remove a charge counter from Umezawa's Jitte: Choose one --
* Equipped creature gets +2/+2 until end of turn.
* Target creature gets -1/-1 until end of turn.
* You gain 2 life.
Equip {2}

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Vault of Whispers

Artifact Land

{T}: Add {B}.

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Vault Skirge (1)(BP)

Artifact Creature -- Phyrexian Imp

({B/P} can be paid with either {B} or 2 life.)
Flying
Lifelink (Damage dealt by this creature also causes you to gain that much life.)

1/1

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Verdant Catacombs

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

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Watery Grave

Land -- Island Swamp

({T}: Add {U} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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