

<div><div><div>Braided Net2U</div><div>Artifact</div><div><p>This artifact enters with three net counters on it.</p><p>{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.</p><p>Craft with artifact {1}{U}</p></div></div><div><div>BACK FACE</div><div><div>Braided Quipu</div><div>Artifact</div><div><p>{3}{U}, {T}: Draw a card for each artifact you control, then put this artifact into its owner's library third from the top.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Braided Net2U</div><div>Artifact</div><div><p>This artifact enters with three net counters on it.</p><p>{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.</p><p>Craft with artifact {1}{U}</p></div></div><div><div>BACK FACE</div><div><div>Braided Quipu</div><div>Artifact</div><div><p>{3}{U}, {T}: Draw a card for each artifact you control, then put this artifact into its owner's library third from the top.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Castle Doom</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add one mana of any color. Spend this mana only to cast an artifact spell.</p><p>{3}, {T}, Sacrifice an artifact: Create a 3/3 colorless Robot Villain artifact creature token named Doombot. Activate only as a sorcery.</p></div></div><div><div>BACK FACE</div><div><div>Clay-Fired Bricks1W</div><div>Artifact</div><div><p>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.</p><p>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.)</p></div></div><div><div>Cosmium Kiln</div><div>Artifact</div><div><p>When this artifact enters, create two 1/1 colorless Gnome artifact creature tokens.</p><p>Creatures you control get +1/+1.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Castle Doom</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add one mana of any color. Spend this mana only to cast an artifact spell.</p><p>{3}, {T}, Sacrifice an artifact: Create a 3/3 colorless Robot Villain artifact creature token named Doombot. Activate only as a sorcery.</p></div></div><div><div>BACK FACE</div><div><div>Cryogen Relic1U</div><div>Artifact</div><div><p>When this artifact enters or leaves the battlefield, draw a card.</p><p>{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.)</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
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<div><div>Cryogen Relic</div><div>Artifact</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cryogen Relic</div><div>Artifact</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cryogen Relic</div><div>Artifact</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deserted Beach</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Erode</div><div>Instant</div><div>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Gleaming Bastion</div><div>Land</div><div>{T}: Add {C}. {T}: Add {W} or {U}. Activate only if this land entered this turn or if you control a basic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}. As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}. As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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② ② W

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.)

Max speed -- {T}: Put a +1/+1 counter on target creature or Vehicle you control. Activate only as a sorcery.

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When this land enters, choose a land card name.

Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. Lands with the chosen name have "{T}: Add {C}."

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① W W

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.

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<div><div><div>Pinnacle Starcage</div><div><div>1</div><div>W</div><div>W</div></div></div><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. {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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div>Repurposing Bay</div><div>Artifact</div><div><p>{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.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Seam Rip</div><div>Enchantment</div><div><p>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Simulacrum Synthesizer</div><div>Artifact</div><div><p>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."</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Simulacrum Synthesizer</div><div>Artifact</div><div><p>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."</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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. 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.</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}. 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 Irencrag</div><div>2</div></div><div>Legendary Artifact</div><div>{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.</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 {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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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United Battlefront (3)(W) Sorcery <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	United Battlefront (3)(W) Sorcery <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	United Battlefront (3)(W) Sorcery <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	White Auracite (2)(W)(W) Artifact <p>When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield. {T}: Add {W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
Astelli Reclaimer (2)(W)(W) Creature -- Angel Warrior <p>Flying 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. Warp {2}{W}</p> <p>[sideboard]</p> <div>5/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Day of Judgment (2)(W)(W) Sorcery <p>Destroy all creatures.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Day of Judgment (2)(W)(W) Sorcery <p>Destroy all creatures.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Negate (1)(U) Instant <p>Counter target noncreature spell.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div> <div>Negate</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target noncreature spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Phoenix Fleet Airship</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>Artifact -- Vehicle</div> <div>Flying</div> <div>At the beginning of your end step, if you sacrificed a permanent this turn, create a token that's a copy of this Vehicle.</div> <div>As long as you control eight or more permanents named Phoenix Fleet Airship, this Vehicle is an artifact creature.</div> <div>Crew 1</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Pinnacle Starcage</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </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.</div> <div>{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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Seam Rip</div> <div> <div>W</div> </div> </div> <div>Enchantment</div> <div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div> <div>Seam Rip</div> <div> <div>W</div> </div> </div> <div>Enchantment</div> <div>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Spell Pierce</div> <div> <div>U</div> </div> </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>The Ooze</div> <div> <div>2</div> </div> </div> <div>Legendary Artifact</div> <div>Whenever a creature you control with a +1/+1 counter on it leaves the battlefield, create a Mutagen token for each +1/+1 counter on it. (A Mutagen token is an artifact with "{1}, {T}", Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.")</div> <div>{T}: Exile target card from a graveyard. Create a Mutagen token.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Torpor Orb</div> <div> <div>2</div> </div> </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>

②

Creatures entering don't cause abilities to trigger.

[sideboard]

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① W

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

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① ② W

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.

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1/3

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