

<div><div>Adagia, Windswept Bastion</div><div>Land -- Planet</div><div><p>This land enters tapped.</p><p>{T}: Add {W}.</p><p>Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)</p><p>12+ {3}{W}, {T}: Create a token that's a copy of target artifact or enchantment you control, except it's legendary. Activate only as a sorcery.</p></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>----- 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>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>----- 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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Cryogen Relic</div><div><div>1</div><div>U</div></div></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>Cryogen Relic</div><div><div>1</div><div>U</div></div></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>Cryogen Relic</div><div><div>1</div><div>U</div></div></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>Erode</div><div><div>W</div></div></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>Erode</div><div><div>W</div></div></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>Floodfarm Verge</div></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>Floodfarm Verge</div></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>Floodfarm Verge</div></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>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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Fomori Vault</div><div>Land</div><div>{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.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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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>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>
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<div><div>Seam Rip</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Seam Rip</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Simulacrum Synthesizer</div><div>Artifact</div><div>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."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Simulacrum Synthesizer</div><div>Artifact</div><div>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."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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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.

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Sunbillow Verge

Land

{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

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The Fire Crystal (2)(R)(R)

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.

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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.

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The Mind Stone ①②

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.

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The Mind Stone (1)(W)

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.

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The Mind Stone (1)(W)

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.

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Thousand Moons Smithy (2)(W)(W)

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.

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."

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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>	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>
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>	Dusk Rose Reliquary (W) Artifact <p>As an additional cost to cast this spell, sacrifice an artifact or creature.</p> <p>Ward {2}</p> <p>When this artifact enters, exile target artifact or creature an opponent controls until this artifact leaves the battlefield.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Marketback Walker (X)(X) Artifact Creature -- Construct <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>When this creature dies, draw a card for each +1/+1 counter on it.</p> <p>[sideboard]</p> <div>0/0</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<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. {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><div><div>Rest in Peace</div><div><div>1</div><div>W</div></div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Rest in Peace</div><div><div>1</div><div>W</div></div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Soul-Guide Lantern</div><div><div>1</div></div></div><div>Artifact</div><div>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<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><div><div>Spell Snare</div><div><div>U</div></div></div><div>Instant</div><div>Counter target spell with mana value 2.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Spring-Loaded Sawblades</div><div><div>1</div><div>W</div></div></div><div>Artifact</div><div>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.)</div><div>[sideboard]</div><div>----- -- - BACK FACE - - -- <div>Bladewheel Chariot</div><div>Artifact -- Vehicle</div><div>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.)</div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tezzeret, Cruel Captain</div><div><div>3</div></div></div><div>Legendary Planeswalker -- Tezzeret</div><div>Whenever an artifact you control enters, put a loyalty counter on Tezzeret. [0]: Untap target artifact or creature. If it's an artifact creature, put a +1/+1 counter on it. [-3]: Search your library for an artifact card with mana value 1 or less, reveal it, put it into your hand, then shuffle. [-7]: You get an emblem with "At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it's not a creature, it becomes a 0/0 Robot artifact creature."</div><div>[sideboard]</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div> Tezzeret, Cruel Captain ③ </div> <div> Legendary Planeswalker -- Tezzeret </div> <div> <p>Whenever an artifact you control enters, put a loyalty counter on Tezzeret.</p> <p>[0]: Untap target artifact or creature. If it's an artifact creature, put a +1/+1 counter on it.</p> <p>[-3]: Search your library for an artifact card with mana value 1 or less, reveal it, put it into your hand, then shuffle.</p> <p>[-7]: You get an emblem with "At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it's not a creature, it becomes a 0/0 Robot artifact creature."</p> <p>[sideboard]</p> <div> <div>L</div> <div>4</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Torpor Orb ② </div> <div> Artifact </div> <div> <p>Creatures entering don't cause abilities to trigger.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Torpor Orb ② </div> <div> Artifact </div> <div> <p>Creatures entering don't cause abilities to trigger.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	

Playtest cards - stupidknight - Jeskai Artifacts (???1 / Standard Cup 1)

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 10/10 - 3 cards - 2.5 x 3.5 in each