

<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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div><td><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div><td><div><div><div>Candy Trail1</div><div>Artifact -- Food Clue</div><div><p>When this artifact enters, scry 2.</p><p>{2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div><td><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></td></td></div></td></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div><td><div><div><div>Candy Trail1</div><div>Artifact -- Food Clue</div><div><p>When this artifact enters, scry 2.</p><p>{2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div><td><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></td></td></div>	<div><div><div>Candy Trail1</div><div>Artifact -- Food Clue</div><div><p>When this artifact enters, scry 2.</p><p>{2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <td><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></td>	<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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Craft only as a sorcery.)</p></div></div><div><div>----- BACK FACE -----</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></td></td></td>	<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <td><div><div><div>Castle Doom</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}: Add one mana of any color. 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<div><div>Clay-Fired Bricks</div><div>①W</div></div> <div>Artifact</div> <div>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.)</div> <div>----- BACK FACE -----</div> <div><div>Cosmium Kiln</div><div></div></div> <div>Artifact</div> <div>When this artifact enters, create two 1/1 colorless Gnome artifact creature tokens. Creatures you control get +1/+1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Clay-Fired Bricks</div><div>①W</div></div> <div>Artifact</div> <div>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.)</div> <div>----- BACK FACE -----</div> <div><div>Cosmium Kiln</div><div></div></div> <div>Artifact</div> <div>When this artifact enters, create two 1/1 colorless Gnome artifact creature tokens. Creatures you control get +1/+1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Cryogen Relic</div><div>①U</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>①U</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>
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<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>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>	<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>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Perilous Snare2W</div><div>Artifact</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>United Battlefront</div><div>3W</div></div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>United Battlefront</div><div>3W</div></div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>United Battlefront</div><div>3W</div></div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>White Auracite</div><div>2WW</div></div> <div>Artifact</div> <div>When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield. {T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Authority of the Consuls</div><div>W</div></div> <div>Enchantment</div> <div>Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Braided Net</div><div>2U</div></div> <div>Artifact</div> <div>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}</div> <div>[sideboard]</div> <div>----- - - - BACK FACE - - -</div> <div><div>Braided Quipu</div><div>Artifact</div><div>{3}{U}, {T}: Draw a card for each artifact you control, then put this artifact into its owner's library third from the top.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Day of Judgment</div><div>2WW</div></div> <div>Sorcery</div> <div>Destroy all creatures.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Day of Judgment</div><div>2WW</div></div> <div>Sorcery</div> <div>Destroy all creatures.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ghost Vacuum</div><div>Artifact</div><div>{T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Negate</div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Negate</div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Pinnacle Starcage</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>Rest in Peace</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>Rest in Peace</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>Spell Pierce</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> Spell Pierce U </div> <div> Instant </div> <div> Counter target noncreature spell unless its controller pays {2}. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Spell Pierce U </div> <div> Instant </div> <div> Counter target noncreature spell unless its controller pays {2}. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Voice of Victory 1W </div> <div> Creature -- Human Bard </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	
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