Castle Doom

Land

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast an artifact spell.
{3}, {T}, Sacrifice an artifact: Create a 3/3 colorless Robot Villain artifact creature token named Doombot. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clay-Fired Bricks (1)(W)

Artifact

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.)

- - - BACK FACE - - -

Cosmium Kiln

Artifact

When this artifact enters, create two 1/1 colorless Gnome artifact creature tokens.
Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clay-Fired Bricks (1)(W)

Artifact

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.
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- - - BACK FACE - - -

Cosmium Kiln

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Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Zonda - Jeskai Artifacts (Standard Challenge 32) sheet 1/10 - 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.

Cryogen Relic {1}{U}

Artifact

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this artifact enters or leaves the battlefield, draw a card.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Erode {W}

Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Floodfarm Verge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Floodfarm Verge

Land

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

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Hallowed Fountain

Land -- Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Plains Island

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Land -- Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Malfunctioning Holodeck (2)(W)

Artifact

Ward {2} (Whenever this artifact becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ward {2} (Whenever this artifact becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Zonda - Jeskai Artifacts (Standard Challenge 32) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Pinnacle Starcage {1}{W}{W}

Artifact

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repurposing Bay {2}{U}

Artifact

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repurposing Bay {2}{U}

Artifact

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Zonda - Jeskai Artifacts (Standard Challenge 32) sheet 4/10 - 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.

Repurposing Bay {2}{U}

Artifact

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repurposing Bay {2}{U}

Artifact

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seam Rip {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seam Rip {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

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Seam Rip {W}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simulacrum Synthesizer {2}{U}

Artifact

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."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Zonda - Jeskai Artifacts (Standard Challenge 32) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Simulacrum Synthesizer 2U

Artifact

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."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Sunbillow Verge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunbillow Verge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunbillow Verge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Fire Crystal 2RR

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Zonda - Jeskai Artifacts (Standard Challenge 32) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thundering Falls

Land -- Island Mountain

({T}: Add {U} or {R}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thundering Falls

Land -- Island Mountain

({T}: Add {U} or {R}.)
This land enters tapped.
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This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

United Battlefront {3}{W}

Sorcery

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Zonda - Jeskai Artifacts (Standard Challenge 32) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warmaker Gunship {2}{R}

Artifact -- Spacecraft

When this Spacecraft enters, it deals damage equal to the number of artifacts you control to target creature an opponent controls.
Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 6+.)
6+ | Flying

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

White Auracite {2}{W}{W}

Artifact

When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Authority of the Consuls {W}

Enchantment

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Authority of the Consuls {W}

Enchantment

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Judgment {2}{W}{W}

Sorcery

Destroy all creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Destroy all creatures.

[sideboard]

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Does Machines {1}{U}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
When this Class enters, mill two cards, draw two cards, then discard two cards.
{1}{U}: Level 2
When this Class becomes level 2, return up to two target artifact cards from your graveyard to your hand.
{4}{U}: Level 3
At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it isn't a creature, it becomes a 0/0 Robot creature in addition to its other types.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment -- Class

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Erode {W}

Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Erode {W}

Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Memorial Vault {3}{R}

Artifact

{T}, Sacrifice another artifact: Exile the top X cards of your library, where X is one plus the mana value of the sacrificed artifact. You may play those cards this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Pierce {U}

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Voice of Victory 1W

Creature -- Human Bard

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

1/3

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[sideboard]

1/3

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