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

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

Chrome Dome (2)

Artifact Creature -- Robot Ninja

Other artifact creatures you control get +1/+0.
{5}: Create a token that's a copy of another target artifact you control. That token gains haste. Sacrifice it at the beginning of the next end step.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chrome Dome (2)

Artifact Creature -- Robot Ninja

Other artifact creatures you control get +1/+0.
{5}: Create a token that's a copy of another target artifact you control. That token gains haste. Sacrifice it at the beginning of the next end step.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emry, Lurker of the Loch (2)(U)

Legendary Creature -- Merfolk Wizard

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
When Emry enters, mill four cards.
{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emry, Lurker of the Loch (2)(U)

Legendary Creature -- Merfolk Wizard

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
When Emry enters, mill four cards.
{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emry, Lurker of the Loch (2)(U)

Legendary Creature -- Merfolk Wizard

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
When Emry enters, mill four cards.
{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emry, Lurker of the Loch (2)(U)

Legendary Creature -- Merfolk Wizard

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
When Emry enters, mill four cards.
{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Javed, Alexander - Pioneer (NRG Series: Magic $2.5k Pioneer Trial) 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.

Engineered Explosives (X)

Artifact

Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)
{2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Engineered Explosives (X)

Artifact

Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)
{2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Fugitive Droid (U)

Artifact Creature -- Robot Scientist

This creature can't be blocked if an artifact entered the battlefield under your control this turn.
{U}, Sacrifice this creature: Counter target spell that targets an artifact or creature you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fugitive Droid (U)

Artifact Creature -- Robot Scientist

This creature can't be blocked if an artifact entered the battlefield under your control this turn.
{U}, Sacrifice this creature: Counter target spell that targets an artifact or creature you control.

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

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

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

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.

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

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

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

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

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

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

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

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.

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Amber (0)

Legendary Artifact

{T}: Add one mana of any color among legendary creatures and planeswalkers you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Amber (0)

Legendary Artifact

{T}: Add one mana of any color among legendary creatures and planeswalkers you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ornithopter (0)

Artifact Creature -- Thopter

Flying

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ornithopter (0)

Artifact Creature -- Thopter

Flying

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ornithopter (0)

Artifact Creature -- Thopter

Flying

0/2

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 - Javed, Alexander - Pioneer (NRG Series: Magic $2.5k Pioneer Trial) 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.

Otawara, Soaring City

Legendary Land

{T}: Add {U}.
Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pinnacle Emissary (1)(U)(R)

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

Pinnacle Emissary (1)(U)(R)

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

Pinnacle Emissary (1)(U)(R)

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

Pinnacle Emissary (1)(U)(R)

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

Pinnacle Emissary (1)(U)(R)

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

Ravenous Robots (1)(R)

Artifact Creature -- Robot

Whenever you cast an artifact spell, create a 1/1 colorless Robot artifact creature token.
{R}, {T}: Creature tokens you control gain haste until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ravenous Robots (1)(R)

Artifact Creature -- Robot

Whenever you cast an artifact spell, create a 1/1 colorless Robot artifact creature token.
{R}, {T}: Creature tokens you control gain haste until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ravenous Robots (1)(R)

Artifact Creature -- Robot

Whenever you cast an artifact spell, create a 1/1 colorless Robot artifact creature token.
{R}, {T}: Creature tokens you control gain haste until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ravenous Robots (1)(R)

Artifact Creature -- Robot

Whenever you cast an artifact spell, create a 1/1 colorless Robot artifact creature token.
{R}, {T}: Creature tokens you control gain haste until end of turn.

2/1

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.

Ravenous Robots (1)(R)

Artifact Creature -- Robot

Whenever you cast an artifact spell, create a 1/1 colorless Robot artifact creature token.
{R}, {T}: Creature tokens you control gain haste until end of turn.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shivan Reef

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shivan Reef

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shivan Reef

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirebluff Canal

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirebluff Canal

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirebluff Canal

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirebluff Canal

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Javed, Alexander - Pioneer (NRG Series: Magic $2.5k Pioneer Trial) sheet 6/10 - 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.

Springleaf Drum (1)

Artifact

{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springleaf Drum (1)

Artifact

{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springleaf Drum (1)

Artifact

{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springleaf Drum (1)

Artifact

{T}, Tap an untapped creature you control: Add one mana of any color.

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

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

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

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

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.

Torch the Tower (R)

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torch the Tower (R)

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torch the Tower (R)

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torch the Tower (R)

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Damping Sphere (2)

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.
Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Damping Sphere (2)

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.
Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Engineered Explosives (X)

Artifact

Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)
{2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Engineered Explosives (X)

Artifact

Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)
{2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.

[sideboard]

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.

Grafdigger's Cage (1)

Artifact

Creature cards in graveyards and libraries can't enter the battlefield.
Players can't cast spells from graveyards or libraries.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadowspear (1)

Legendary Artifact -- Equipment

Equipped creature gets +1/+1 and has trample and lifelink.
{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.
Equip {2}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern (1)

Artifact

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.

[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

Spell Pierce (U)

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tezzeret, Cruel Captain (3)

Legendary Planeswalker -- Tezzeret

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."

[sideboard]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt (0)

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torpor Orb (2)

Artifact

Creatures entering don't cause abilities to trigger.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Javed, Alexander - Pioneer (NRG Series: Magic $2.5k Pioneer Trial) sheet 9/10 - 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.

Torpor Orb {2}

Artifact

Creatures entering don't cause abilities to trigger.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Weapons Manufacturing {1}{R}

Enchantment

Whenever a nontoken artifact you control enters, create a colorless artifact token named Munitions with "When this token leaves the battlefield, it deals 2 damage to any target."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Weapons Manufacturing {1}{R}

Enchantment

Whenever a nontoken artifact you control enters, create a colorless artifact token named Munitions with "When this token leaves the battlefield, it deals 2 damage to any target."

[sideboard]

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.