Ancient Den

Artifact Land

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Clowning Around {1}{W}

Sorcery

Create two 1/1 white Clown Robot artifact creature tokens, then roll a six-sided die. If the result is equal to or less than the number of Robots you control, create a 1/1 white Clown Robot artifact creature token.

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Dispatch {W}

Instant

Tap target creature.
Metalcraft -- If you control three or more artifacts, exile that creature.

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Guardians' Pledge {1}{W}{W}

Instant

White creatures you control get +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leonardo, Big Brother {2}{W}

Legendary Creature -- Mutant Ninja Turtle

Sneak {W} (You may cast this spell for {W} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.)
Leonardo gets +1/+0 for each other creature you control.

1/3

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Magitek Infantry {W}

Artifact Creature -- Robot Soldier

This creature gets +1/+0 as long as you control another artifact.
{2}{W}: Search your library for a card named Magitek Infantry, put it onto the battlefield tapped, then shuffle.

1/1

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Mechanized Ninja Cavalry {1}{R/W}

Artifact Creature -- Robot Ninja

When this creature enters, create a 1/1 colorless Robot artifact creature token.

1/1

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Novice Inspector {W}

Creature -- Human Detective

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

1/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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Ramosian Rally {3}{W}

Instant

If you control a Plains, you may tap an untapped creature you control rather than pay this spell's mana cost.
Creatures you control get +1/+1 until end of turn.

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Salt Road Packbeast {5}{W}

Creature -- Beast

Affinity for creatures (This spell costs {1} less to cast for each creature you control.)
When this creature enters, draw a card.

4/3

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Search Party Captain {3}{W}

Creature -- Human Soldier

This spell costs {1} less to cast for each creature you attacked with this turn.
When this creature enters, draw a card.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steadfast Unicorn {W}

Creature -- Unicorn

{3}{W}: Creatures you control get +1/+1 and gain vigilance until end of turn. Activate only during your turn. (Attacking doesn't cause them to tap.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thraben Charm {1}{W}

Instant

Choose one --
* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.
* Destroy target enchantment.
* Exile any number of target players' graveyards.

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dust to Dust {1}{W}{W}

Sorcery

Exile two target artifacts.

[sideboard]

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Field Surgeon {1}{W}

Creature -- Human Cleric

Tap an untapped creature you control: Prevent the next 1 damage that would be dealt to target creature this turn.

[sideboard]

1/1

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[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallow {W}

Instant

Prevent all damage target spell would deal this turn. You gain life equal to the damage prevented this way.

[sideboard]

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Hallow {W}

Instant

Prevent all damage target spell would deal this turn. You gain life equal to the damage prevented this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Holy Light {2}{W}

Instant

Nonwhite creatures get -1/-1 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Tithe {W}

Instant

Counter target spell unless its controller pays {1}.

[sideboard]

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