

Accorder's Shield Artifact -- Equipment Equipped creature gets +0/+3 and has vigilance. (Attacking doesn't cause it to tap.) Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Accorder's Shield Artifact -- Equipment Equipped creature gets +0/+3 and has vigilance. (Attacking doesn't cause it to tap.) Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Accorder's Shield Artifact -- Equipment Equipped creature gets +0/+3 and has vigilance. (Attacking doesn't cause it to tap.) Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Accorder's Shield Artifact -- Equipment Equipped creature gets +0/+3 and has vigilance. (Attacking doesn't cause it to tap.) Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Bone Saw ⑥ Artifact -- Equipment Equipped creature gets +1/+0. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bone Saw ⑥ Artifact -- Equipment Equipped creature gets +1/+0. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bone Saw ⑥ Artifact -- Equipment Equipped creature gets +1/+0. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bone Saw ⑥ Artifact -- Equipment Equipped creature gets +1/+0. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cathar's Shield ⑥ Artifact -- Equipment Equipped creature gets +0/+3 and has vigilance. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cathar's Shield ⑥ Artifact -- Equipment Equipped creature gets +0/+3 and has vigilance. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cathar's Shield ⑥ Artifact -- Equipment Equipped creature gets +0/+3 and has vigilance. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cathar's Shield ⑥ Artifact -- Equipment Equipped creature gets +0/+3 and has vigilance. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

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Sorcery

Grapeshot deals 1 damage to any target.
Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

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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.

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As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Artifact Creature -- Turtle Warrior

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Improvise (Your artifacts can help
cast this spell. Each artifact you
tap after you're done activating
mana abilities pays for {1}.)
Ward {4}
Whenever this creature or another
artifact you control enters, put a
+1/+1 counter on this creature. It
can't be blocked this turn.

```

4/4

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5 U

Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)

Whenever this creature or another artifact you control enters, put a +1/+1 counter on this creature. It can't be blocked this turn.

4/4

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Equipped creature gets +1/+0 and has haste and ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)
Equip {1}

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({{T}}: Add {W} or {U}.)
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.)

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Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

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GP

({G/P} can be paid with either {G}
or 2 life.)
Put target card from a graveyard on
top of its owner's library.

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①

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Equipped creature has "{T}: Add one
mana of any color."
Equip {1}
```

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Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

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$$(\{T\}: \text{Add } \{W\}.)$$

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WW

```
Whenever an Equipment you control
enters, you may draw a card.
Metalcraft -- Equipment you control
have equip {0} as long as you
control three or more artifacts.
```

2/2

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WW

Whenever an Equipment you control enters, you may draw a card.
Metalcraft -- Equipment you control have equip {0} as long as you control three or more artifacts.

2/2

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Puresteel Paladin W W Creature -- Human Knight Whenever an Equipment you control enters, you may draw a card. Metalcraft -- Equipment you control have equip {0} as long as you control three or more artifacts. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Puresteel Paladin W W Creature -- Human Knight Whenever an Equipment you control enters, you may draw a card. Metalcraft -- Equipment you control have equip {0} as long as you control three or more artifacts. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Repeal X U Instant Return target nonland permanent with mana value X to its owner's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Repeal X U Instant Return target nonland permanent with mana value X to its owner's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Retract U Instant Return all artifacts you control to their owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Retract U Instant Return all artifacts you control to their owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Retract U Instant Return all artifacts you control to their owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Retract U Instant Return all artifacts you control to their owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	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} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spidersilk Net 0 Artifact -- Equipment Equipped creature gets +0/+2 and has reach. (It can block creatures with flying.) Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spidersilk Net 0 Artifact -- Equipment Equipped creature gets +0/+2 and has reach. (It can block creatures with flying.) Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Ghirapur Aether Grid 2R Enchantment Tap two untapped artifacts you control: This enchantment deals 1 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hurkyl's Recall 1U Instant Return all artifacts target player owns to their hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jolted Awake W Sorcery Choose up to one target artifact or creature card in your graveyard. You get {E}{E} (two energy counters). Then you may pay an amount of {E} equal to that card's mana value. If you do, return it from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jolted Awake W Sorcery Choose up to one target artifact or creature card in your graveyard. You get {E}{E} (two energy counters). Then you may pay an amount of {E} equal to that card's mana value. If you do, return it from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Portable Hole

Artifact

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

[sideboard]

W

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Tormod's Crypt

Artifact

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

[sideboard]

0

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Tormod's Crypt

Artifact

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

[sideboard]

0

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Playtest cards - Apocalypso - Unknown format (Ultimate Guard Open - Prague)

sheet 10/10 - 3 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.