

Adarkar Wastes

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Braided Net (2)(U)

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Artifact

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}

- - - BACK FACE - - -

Braided Quipu

Artifact

{3}{U}, {T}: Draw a card for each artifact you control, then put this artifact into its owner's library third from the top.

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Carrot Cake (1)(W)

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Artifact -- Food

When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.)

{2}, {T}, Sacrifice this artifact: You gain 3 life.

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Carrot Cake 1 W Artifact -- Food When this artifact enters and when you sacrifice it, create a 1/1 white Rabbit creature token and scry 1. (Look at the top card of your library. You may put that card on the bottom.) {2}, {T}, Sacrifice this artifact: You gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collector's Vault 2 Artifact {2}, {T}: Draw a card, then discard a card. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collector's Vault 2 Artifact {2}, {T}: Draw a card, then discard a card. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collector's Vault 2 Artifact {2}, {T}: Draw a card, then discard a card. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Memory Guardian (4)(U) Artifact Creature -- Robot Artificer Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Memory Guardian (4)(U) Artifact Creature -- Robot Artificer Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Memory Guardian (4)(U) Artifact Creature -- Robot Artificer Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meticulous Archive Land -- Plains Island ({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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Meticulous Archive Land -- Plains Island ({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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meticulous Archive Land -- Plains Island ({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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meticulous Archive Land -- Plains Island ({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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Perilous Snare (2)(W) Artifact 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{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.

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① W W U U

Double strike
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
When this creature enters, for each opponent, put up to one target nonland permanent that player controls into its owner's library third from the top.

2/5

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When this creature enters, for each opponent, put up to one target nonland permanent that player controls into its owner's library third from the top.

2/5

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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."

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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	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	Steel Seraph 6 Artifact Creature -- Angel Prototype {1}{W}{W} -- 3/3 (You may cast this spell with different mana cost, color, and size. It keeps its abilities and types.) Flying At the beginning of combat on your turn, target creature you control gains your choice of flying, vigilance, or lifelink until end of turn. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Enigma Jewel U Legendary Artifact The Enigma Jewel enters tapped. {T}: Add {C}{C}. Spend this mana only to activate abilities. Craft with four or more nonlands with activated abilities {8}{U} ({8}{U}), Exile this artifact, Exile the four or more from among other permanents you control and/or cards in your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) BACK FACE Locus of Enlightenment Legendary Artifact Locus of Enlightenment has each activated ability of the exiled cards used to craft it. You may activate each of those abilities only once each turn. Whenever you activate an ability that isn't a mana ability, copy it. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
The Enigma Jewel U Legendary Artifact The Enigma Jewel enters tapped. {T}: Add {C}{C}. Spend this mana only to activate abilities. Craft with four or more nonlands with activated abilities {8}{U} ({8}{U}), Exile this artifact, Exile the four or more from among other permanents you control and/or cards in your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) BACK FACE Locus of Enlightenment Legendary Artifact Locus of Enlightenment has each activated ability of the exiled cards used to craft it. You may activate each of those abilities only once each turn. Whenever you activate an ability that isn't a mana ability, copy it. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Enigma Jewel U Legendary Artifact The Enigma Jewel enters tapped. {T}: Add {C}{C}. Spend this mana only to activate abilities. Craft with four or more nonlands with activated abilities {8}{U} ({8}{U}), Exile this artifact, Exile the four or more from among other permanents you control and/or cards in your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) BACK FACE Locus of Enlightenment Legendary Artifact Locus of Enlightenment has each activated ability of the exiled cards used to craft it. You may activate each of those abilities only once each turn. Whenever you activate an ability that isn't a mana ability, copy it. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Enigma Jewel U Legendary Artifact The Enigma Jewel enters tapped. {T}: Add {C}{C}. Spend this mana only to activate abilities. Craft with four or more nonlands with activated abilities {8}{U} ({8}{U}), Exile this artifact, Exile the four or more from among other permanents you control and/or cards in your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.) BACK FACE Locus of Enlightenment Legendary Artifact Locus of Enlightenment has each activated ability of the exiled cards used to craft it. You may activate each of those abilities only once each turn. Whenever you activate an ability that isn't a mana ability, copy it. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thousand Moons Smithy 2 W W Legendary Artifact When Thousand Moons Smithy enters, create a white Gnome Soldier artifact creature token with "This token's power and toughness are each equal to the number of artifacts and/or creatures you control." At the beginning of your first main phase, you may tap five untapped artifacts and/or creatures you control. If you do, transform Thousand Moons Smithy. BACK FACE Barracks of the Thousand Legendary Artifact Land (Transforms from Thousand Moons Smithy.) {T}: Add {W}. Whenever you cast an artifact or creature spell using mana produced by Barracks of the Thousand, create a white Gnome Soldier artifact creature token with "This token's power and toughness are each equal to the number of artifacts and/or creatures you control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Three Steps Ahead U Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Three Steps Ahead U Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Three Steps Ahead U Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Three Steps Ahead U Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. 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	Elspeth's Smite W Instant Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elspeth's Smite W Instant Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghost Vacuum 1 Artifact {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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Vacuum 1 Artifact {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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rest in Peace 1W 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 1W 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
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The Stone Brain 2 Legendary Artifact {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Stone Brain 2 Legendary Artifact {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Stone Brain 2 Legendary Artifact {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	