

<div><div>Brass's Tunnel-Grinder</div><div>2R</div></div> <div>Legendary Artifact</div> <div>When Brass's Tunnel-Grinder enters, discard any number of cards, then draw that many cards plus one. At the beginning of your end step, if you descended this turn, put a bore counter on Brass's Tunnel-Grinder. Then if there are three or more bore counters on it, remove those counters and transform it. (You descended if a permanent card was put into your graveyard from anywhere.)</div> <div>----- BACK FACE -----</div> <div><div>Tecutlan, the Searing Rift</div><div>Legendary Land -- Cave</div></div> <div>(Transforms from Brass's Tunnel-Grinder.) {T}: Add {R}. Whenever you cast a permanent spell using mana produced by Tecutlan, discover X, where X is that spell's mana value.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Brotherhood's End</div><div>1RR</div></div> <div>Sorcery</div> <div>Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Brotherhood's End</div><div>1RR</div></div> <div>Sorcery</div> <div>Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Brotherhood's End</div><div>1RR</div></div> <div>Sorcery</div> <div>Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Captain Storm, Cosmium Raider</div><div>UR</div></div> <div>Legendary Creature -- Human Pirate</div> <div>Whenever an artifact you control enters, put a +1/+1 counter on target Pirate you control.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Captain Storm, Cosmium Raider</div><div>UR</div></div> <div>Legendary Creature -- Human Pirate</div> <div>Whenever an artifact you control enters, put a +1/+1 counter on target Pirate you control.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Cryptic Coat</div><div>2U</div></div> <div>Artifact -- Equipment</div> <div>When this Equipment enters, cloak the top card of your library, then attach this Equipment to it. (To cloak a card, put it onto the battlefield face down as a 2/2 creature with ward {2}. Turn it face up any time for its mana cost if it's a creature card.) Equipped creature gets +1/+0 and can't be blocked. {1}{U}: Return this Equipment to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Dowsing Device</div><div>1R</div></div> <div>Artifact</div> <div>Whenever this artifact or another artifact you control enters, up to one target creature you control gets +1/+0 and gains haste until end of turn. Then transform this artifact if you control four or more artifacts.</div> <div>----- BACK FACE -----</div> <div><div>Geode Grotto</div><div>Land -- Cave</div></div> <div>(Transforms from Dowsing Device.) {T}: Add {R}. {2}{R}, {T}: Until end of turn, target creature gains haste and gets +X/+0, where X is the number of artifacts you control. Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Dowsing Device</div><div>①Ⓡ</div></div><div>Artifact</div><div>Whenever this artifact or another artifact you control enters, up to one target creature you control gets +1/+0 and gains haste until end of turn. Then transform this artifact if you control four or more artifacts.</div><div>----- BACK FACE -----</div><div><div>Geode Grotto</div><div>Land -- Cave</div><div>(Transforms from Dowsing Device.) {T}: Add {R}. {2}{R}, {T}: Until end of turn, target creature gains haste and gets +X/+0, where X is the number of artifacts you control. Activate only as a sorcery.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fomori Vault</div></div><div>Land</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fomori Vault</div></div><div>Land</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fomori Vault</div></div><div>Land</div><div>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Forensic Gadeteer</div><div>2U</div></div><div>Creature -- Vedalken Artificer Detective</div><div>Whenever you cast an artifact spell, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Activated abilities of artifacts you control cost {1} less to activate. This effect can't reduce the mana in that cost to less than one mana.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Gleaming Geardrake</div><div>UR</div></div><div>Artifact Creature -- Drake</div><div>Flying When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice an artifact, put a +1/+1 counter on this creature.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Gleaming Geardrake</div><div>UR</div></div><div>Artifact Creature -- Drake</div><div>Flying When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice an artifact, put a +1/+1 counter on this creature.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Gleaming Geardrake</div><div>UR</div></div><div>Artifact Creature -- Drake</div><div>Flying When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice an artifact, put a +1/+1 counter on this creature.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Legion Extruder</div><div><div>1</div><div>R</div></div></div><div><div>Artifact</div><div>When this artifact enters, it deals 2 damage to any target. {2}, {T}, Sacrifice another artifact: Create a 3/3 colorless Golem artifact creature token.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Legion Extruder</div><div><div>1</div><div>R</div></div></div><div><div>Artifact</div><div>When this artifact enters, it deals 2 damage to any target. {2}, {T}, Sacrifice another artifact: Create a 3/3 colorless Golem artifact creature token.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<div> <div> <div>Thran Spider</div> <div> <div>3</div> </div> </div> <div>Artifact Creature -- Spider</div> <div> <p>Reach</p> <p>When this creature enters, you and target opponent each create a tapped Powerstone token.</p> <p>{7}: Look at the top four cards of your library. You may reveal an artifact card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> <div>Thran Spider</div> <div> <div>3</div> </div> </div> <div>Artifact Creature -- Spider</div> <div> <p>Reach</p> <p>When this creature enters, you and target opponent each create a tapped Powerstone token.</p> <p>{7}: Look at the top four cards of your library. You may reveal an artifact card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> <div>Thran Spider</div> <div> <div>3</div> </div> </div> <div>Artifact Creature -- Spider</div> <div> <p>Reach</p> <p>When this creature enters, you and target opponent each create a tapped Powerstone token.</p> <p>{7}: Look at the top four cards of your library. You may reveal an artifact card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> <div>Thran Spider</div> <div> <div>3</div> </div> </div> <div>Artifact Creature -- Spider</div> <div> <p>Reach</p> <p>When this creature enters, you and target opponent each create a tapped Powerstone token.</p> <p>{7}: Look at the top four cards of your library. You may reveal an artifact card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

Playtest cards - guillaumed19 - Standard (Standard Challenge 32)

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.

sheet 6/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Thundering Falls</div><div>Land -- Island Mountain</div><div>({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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thundering Falls</div><div>Land -- Island Mountain</div><div>({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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thundering Falls</div><div>Land -- Island Mountain</div><div>({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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thundering Falls</div><div>Land -- Island Mountain</div><div>({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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Torch the Tower</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Torch the Tower</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Torch the Tower</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Torch the Tower</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Worldwalker Helm2U</div><div>Artifact</div><div>If you would create one or more artifact tokens, instead create those tokens plus an additional Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") {1}{U}, {T}: Create a token that's a copy of target artifact token you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Worldwalker Helm2U</div><div>Artifact</div><div>If you would create one or more artifact tokens, instead create those tokens plus an additional Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") {1}{U}, {T}: Create a token that's a copy of target artifact token you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Worldwalker Helm2U</div><div>Artifact</div><div>If you would create one or more artifact tokens, instead create those tokens plus an additional Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") {1}{U}, {T}: Create a token that's a copy of target artifact token you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Worldwalker Helm2U</div><div>Artifact</div><div>If you would create one or more artifact tokens, instead create those tokens plus an additional Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") {1}{U}, {T}: Create a token that's a copy of target artifact token you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Brotherhood's End1RR</div><div>Sorcery</div><div>Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lithomantic BarrageR</div><div>Sorcery</div><div>This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lithomantic BarrageR</div><div>Sorcery</div><div>This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lithomantic BarrageR</div><div>Sorcery</div><div>This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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