

<div> Braided Net 2U </div> <div> Artifact </div> <div> <p>This artifact enters with three net counters on it.</p> <p>{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.</p> <p>Craft with artifact {1}{U}</p> </div> <div> <div> BACK FACE </div> </div> <div> Braided Quipu </div> <div> Artifact </div> <div> <p>{3}{U}, {T}: Draw a card for each artifact you control, then put this artifact into its owner's library third from the top.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Captain Storm, Cosmium Raider UR </div> <div> Legendary Creature -- Human Pirate </div> <div> <p>Whenever an artifact you control enters, put a +1/+1 counter on target Pirate you control.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Cryptic Coat 2U </div> <div> Artifact -- Equipment </div> <div> <p>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.)</p> <p>Equipped creature gets +1/+0 and can't be blocked.</p> <p>{1}{U}: Return this Equipment to its owner's hand.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dowsing Device 1R </div> <div> Artifact </div> <div> <p>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.</p> </div> <div> <div>BACK FACE</div> </div> <div> Geode Grotto </div> <div> Land -- Cave </div> <div> <p>(Transforms from Dowsing Device.)</p> <p>{T}: Add {R}.</p> <p>{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.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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<div><div>Legion Extruder</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Legion Extruder</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Saheeli, Filigree Master</div><div>Legendary Planeswalker -- Saheeli</div><div>[+1]: Scry 1. You may tap an untapped artifact you control. If you do, draw a card. [-2]: Create two 1/1 colorless Thopter artifact creature tokens with flying. They gain haste until end of turn. [-4]: You get an emblem with "Artifact creatures you control get +1/+1" and "Artifact spells you cast cost {1} less to cast."</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Shivan Reef</div><div>Land</div><div>{T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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<div> <div> <div>Thran Spider</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> <div>Thran Spider</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> <div>Thran Spider</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> <div>Thran Spider</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>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>Voltage Surge</div><div>Instant</div><div>As an additional cost to cast this spell, you may sacrifice an artifact. Voltage Surge deals 2 damage to target creature or planeswalker. If this spell's additional cost was paid, Voltage Surge deals 4 damage instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Voltage Surge</div><div>Instant</div><div>As an additional cost to cast this spell, you may sacrifice an artifact. Voltage Surge deals 2 damage to target creature or planeswalker. If this spell's additional cost was paid, Voltage Surge deals 4 damage instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Voltage Surge</div><div>Instant</div><div>As an additional cost to cast this spell, you may sacrifice an artifact. Voltage Surge deals 2 damage to target creature or planeswalker. If this spell's additional cost was paid, Voltage Surge deals 4 damage instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Voltage Surge</div><div>Instant</div><div>As an additional cost to cast this spell, you may sacrifice an artifact. Voltage Surge deals 2 damage to target creature or planeswalker. If this spell's additional cost was paid, Voltage Surge deals 4 damage instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Worldwalker Helm</div><div>②①</div></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>Worldwalker Helm</div><div>②①</div></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>Worldwalker Helm</div><div>②①</div></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>Worldwalker Helm</div><div>②①</div></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>Disruption Protocol</div><div>①①</div></div> <div>Instant</div> <div>As an additional cost to cast this spell, tap an untapped artifact you control or pay {1}. Counter target spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Disruption Protocol</div><div>①①</div></div> <div>Instant</div> <div>As an additional cost to cast this spell, tap an untapped artifact you control or pay {1}. Counter target spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>End the Festivities</div><div>Ⓡ</div></div> <div>Sorcery</div> <div>End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Lithomantic Barrage</div><div>Ⓡ</div></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>

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<div><div><div>Tamiyo's Logbook</div><div>2U</div></div><div>Artifact -- Book</div><div><div>{5}{U}, {T}: Draw a card. This ability costs {1} less to activate for each other artifact you control.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>The Mightstone and Weakstone</div><div>5</div></div><div>Legendary Artifact -- Powerstone</div><div><div>When The Mightstone and Weakstone enters, choose one -- * Draw two cards. * Target creature gets -5/-5 until end of turn. {T}: Add {C}{C}. This mana can't be spent to cast nonartifact spells. (Melds with Urza, Lord Protector.)</div><div>[sideboard]</div><div>----- - - - OTHER FACE - - -</div><div><div>Urza, Planeswalker</div><div>Legendary Planeswalker -- Urza</div><div><div>You may activate the loyalty abilities of Urza twice each turn rather than only once. [+2]: Artifact, instant, and sorcery spells you cast this turn cost {2} less to cast. You gain 2 life. [+1]: Draw two cards, then discard a card. [0]: Create two 1/1 colorless Soldier artifact creature tokens. [-3]: Exile target nonland permanent.</div><div>L 7</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>	<div><div><div>The Mightstone and Weakstone</div><div>5</div></div><div>Legendary Artifact -- Powerstone</div><div><div>When The Mightstone and Weakstone enters, choose one -- * Draw two cards. * Target creature gets -5/-5 until end of turn. {T}: Add {C}{C}. This mana can't be spent to cast nonartifact spells. (Melds with Urza, Lord Protector.)</div><div>[sideboard]</div><div>----- - - - OTHER FACE - - -</div><div><div>Urza, Planeswalker</div><div>Legendary Planeswalker -- Urza</div><div><div>You may activate the loyalty abilities of Urza twice each turn rather than only once. [+2]: Artifact, instant, and sorcery spells you cast this turn cost {2} less to cast. You gain 2 life. [+1]: Draw two cards, then discard a card. [0]: Create two 1/1 colorless Soldier artifact creature tokens. [-3]: Exile target nonland permanent.</div><div>L 7</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>	<div><div><div>Torch the Tower</div><div>R</div></div><div>Instant</div><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>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>

<div><div>Vampires' Vengeance (2)(R)</div><div>Instant</div><div>Vampires' Vengeance deals 2 damage to each non-Vampire creature. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>	<div><div>Vampires' Vengeance (2)(R)</div><div>Instant</div><div>Vampires' Vengeance deals 2 damage to each non-Vampire creature. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>	<div><div>Vampires' Vengeance (2)(R)</div><div>Instant</div><div>Vampires' Vengeance deals 2 damage to each non-Vampire creature. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div>	
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