Clay-Fired Bricks {1}{W}

Artifact

When this artifact enters, search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. You gain 2 life.
Craft with artifact {5}{W}{W} ({5}{W}{W}, Exile this artifact, Exile another artifact you control or an artifact card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

- - - BACK FACE - - -

Cosmium Kiln

Artifact

When this artifact enters, create two 1/1 colorless Gnome artifact creature tokens.
Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clay-Fired Bricks {1}{W}

Artifact

When this artifact enters, search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. You gain 2 life.
Craft with artifact {5}{W}{W} ({5}{W}{W}, Exile this artifact, Exile another artifact you control or an artifact card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

- - - BACK FACE - - -

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Artifact

When this artifact enters, create two 1/1 colorless Gnome artifact creature tokens.
Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clay-Fired Bricks {1}{W}

Artifact

When this artifact enters, search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. You gain 2 life.
Craft with artifact {5}{W}{W} ({5}{W}{W}, Exile this artifact, Exile another artifact you control or an artifact card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

- - - BACK FACE - - -

Cosmium Kiln

Artifact

When this artifact enters, create two 1/1 colorless Gnome artifact creature tokens.
Creatures you control get +1/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cryogen Relic {1}{U}

Artifact

When this artifact enters or leaves the battlefield, draw a card.
{1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cryogen Relic {1}{U}

Artifact

When this artifact enters or leaves the battlefield, draw a card.
{1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dauntless Scrapbot {3}

Artifact Creature -- Robot

When this creature enters, exile each opponent's graveyard. Create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Judgment {2}{W}{W}

Sorcery

Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Judgment {2}{W}{W}

Sorcery

Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - KingCapivara - Jeskai Artifacts (Standard Challenge 32) sheet 1/10 - 8 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.

Floodfarm Verge

Land

{T}: Add {W}.
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Floodfarm Verge

Land

{T}: Add {W}.
{T}: Add {U}. Activate only if you control a Plains or an Island.

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Floodfarm Verge

Land

{T}: Add {W}.
{T}: Add {U}. Activate only if you control a Plains or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fomori Vault

Land

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

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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Hallowed Fountain

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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Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mistrise Village

Land

This land enters tapped unless you control a Mountain or a Forest.
{T}: Add {U}.
{U}, {T}: The next spell you cast this turn can't be countered.

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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Artifact

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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.)
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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

Phoenix Fleet Airship {2}{B}{B}

Artifact -- Vehicle

Flying
At the beginning of your end step, if you sacrificed a permanent this turn, create a token that's a copy of this Vehicle.
As long as you control eight or more permanents named Phoenix Fleet Airship, this Vehicle is an artifact creature.
Crew 1

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - KingCapivara - Jeskai Artifacts (Standard Challenge 32) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Pinnacle Starcage {1}{W}{W}

Artifact

When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield.
{6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pinnacle Starcage {1}{W}{W}

Artifact

When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - KingCapivara - Jeskai Artifacts (Standard Challenge 32) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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Repurposing Bay {2}{U}

Artifact

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repurposing Bay {2}{U}

Artifact

{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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Anchorage

Land

This land enters tapped.
{T}: Add {W} or {U}.
{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.
Whenever this land attacks, create a Map token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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

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

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

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Simulacrum Synthesizer (2)(U)

Artifact

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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

Spring-Loaded Sawblades (1)(W)

Artifact

Flash
When this artifact enters, it deals 5 damage to target tapped creature an opponent controls.
Craft with artifact {3}{W} ({3}{W}, Exile this artifact, Exile another artifact you control or an artifact card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

- - - BACK FACE - - -

Bladewheel Chariot

Artifact -- Vehicle

Tap two other untapped artifacts you control: This Vehicle becomes an artifact creature until end of turn.
Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spring-Loaded Sawblades (1)(W)

Artifact

Flash
When this artifact enters, it deals 5 damage to target tapped creature an opponent controls.
Craft with artifact {3}{W} ({3}{W}, Exile this artifact, Exile another artifact you control or an artifact card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

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5/5

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- - - BACK FACE - - -

Bladewheel Chariot

Artifact -- Vehicle

Tap two other untapped artifacts you control: This Vehicle becomes an artifact creature until end of turn.
Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunbillow Verge

Land

{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunbillow Verge

Land

{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Fire Crystal (2)(R)(R)

Legendary Artifact

Red spells you cast cost {1} less to cast.
Creatures you control have haste.
{4}{R}{R}, {T}: Create a token that's a copy of target creature you control. Sacrifice it at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Irencrag (2)

Legendary Artifact

{T}: Add {C}.
Whenever a legendary creature you control enters, you may have The Irencrag become a legendary Equipment artifact named Everflame, Heroes' Legacy. If you do, it gains equip {3} and "Equipped creature gets +3/+3" and loses all other abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever a legendary creature you control enters, you may have The Irencrag become a legendary Equipment artifact named Everflame, Heroes' Legacy. If you do, it gains equip {3} and "Equipped creature gets +3/+3" and loses all other abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

United Battlefront (3)(W)

Sorcery

Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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United Battlefront {3}{W}

Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

United Battlefront {3}{W}

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Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

White Auracite {2}{W}{W}

Artifact

When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield.
{T}: Add {W}.

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

Flashfreeze {1}{U}

Instant

Counter target red or green spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flashfreeze {1}{U}

Instant

Counter target red or green spell.

[sideboard]

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Get Lost {1}{W}

Instant

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pinnacle Starcage {1}{W}{W}

Artifact

When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield.
{6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace {1}{W}

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 {1}{W}

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

Torpor Orb {2}

Artifact

Creatures entering don't cause abilities to trigger.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torpor Orb {2}

Artifact

Creatures entering don't cause abilities to trigger.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voice of Victory {1}{W}

Creature -- Human Bard

Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)
Your opponents can't cast spells during your turn.

[sideboard]

1/3

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[sideboard]

1/3

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[sideboard]

1/3

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[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - KingCapivara - Jeskai Artifacts (Standard Challenge 32) sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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