

Arcbound Ravager 2 Artifact Creature -- Beast Sacrifice an artifact: Put a +1/+1 counter on this creature. Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.) 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arcbound Ravager 2 Artifact Creature -- Beast Sacrifice an artifact: Put a +1/+1 counter on this creature. Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.) 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arcbound Ravager 2 Artifact Creature -- Beast Sacrifice an artifact: Put a +1/+1 counter on this creature. Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.) 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arcbound Ravager 2 Artifact Creature -- Beast Sacrifice an artifact: Put a +1/+1 counter on this creature. Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.) 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blinkmoth Nexus Land {T}: Add {C}. {1}: This land becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land. {1}, {T}: Target Blinkmoth creature gets +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blinkmoth Nexus Land {T}: Add {C}. {1}: This land becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land. {1}, {T}: Target Blinkmoth creature gets +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blinkmoth Nexus Land {T}: Add {C}. {1}: This land becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land. {1}, {T}: Target Blinkmoth creature gets +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cranial Plating 2 Artifact -- Equipment Equipped creature gets +1/+0 for each artifact you control. {B}{B}: Attach this Equipment to target creature you control. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cranial Plating Artifact -- Equipment Equipped creature gets +1/+0 for each artifact you control. {B}{B}: Attach this Equipment to target creature you control. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cranial Plating Artifact -- Equipment Equipped creature gets +1/+0 for each artifact you control. {B}{B}: Attach this Equipment to target creature you control. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cranial Plating Artifact -- Equipment Equipped creature gets +1/+0 for each artifact you control. {B}{B}: Attach this Equipment to target creature you control. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darksteel Citadel Artifact Land Indestructible {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Etched Champion ③ Artifact Creature -- Soldier Metalcraft -- This creature has protection from each color as long as you control three or more artifacts. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Etched Champion ③ Artifact Creature -- Soldier Metalcraft -- This creature has protection from each color as long as you control three or more artifacts. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Galvanic Blast Ⓜ Instant Galvanic Blast deals 2 damage to any target. Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Galvanic Blast Ⓜ Instant Galvanic Blast deals 2 damage to any target. Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Galvanic Blast Ⓜ Instant Galvanic Blast deals 2 damage to any target. Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glimmervoid Land At the beginning of the end step, if you control no artifacts, sacrifice this land. {T}: Add one mana of any color. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glint-Nest Crane ① Ⓜ Creature -- Bird Flying When this creature enters, 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 any order. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glint-Nest Crane ① Ⓜ Creature -- Bird Flying When this creature enters, 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 any order. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inkmoth Nexus

Land

```
{T}: Add {C}.
{1}: This land becomes a 1/1
Phyrexian Blinkmoth artifact
creature with flying and infect
until end of turn. It's still a
land. (It deals damage to creatures
in the form of -1/-1 counters and to
players in the form of poison
counters.)
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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```

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Island

Basic Land -- Island

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

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Master of Etherium (2)(U)

Artifact Creature -- Vedalken Wizard

```
Master of Ethereum's power and
toughness are each equal to the
number of artifacts you control.
Other artifact creatures you control
get +1/+1.
```

*** / ***

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Memnite

Artifact Creature -- Construct

1/1

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Memnite

Artifact Creature -- Construct

1/1

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Mox Opal 0 Legendary Artifact Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mox Opal 0 Legendary Artifact Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mox Opal 0 Legendary Artifact Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mox Opal 0 Legendary Artifact Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ornithopter 0 Artifact Creature -- Thopter Flying 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ornithopter 0 Artifact Creature -- Thopter Flying 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ornithopter 0 Artifact Creature -- Thopter Flying 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ornithopter 0 Artifact Creature -- Thopter Flying 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)

0/1

botbox.dev

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0/1

botbox.dev

①

Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)

0/1

hotbox.dev

①

Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)

0/1

hotbox.dev

{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color. Activate only if you control an artifact.

botbox.dev

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botbox.dev

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botbox.dev

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botbox.dev

①

{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

{T}: Put a +1/+1 counter on each artifact creature you control.

1/1

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{T}: Put a +1/+1 counter on each artifact creature you control.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② BP

($\{B/P\}$ can be paid with either $\{B\}$ or 2 life.)

Flying
Lifelink (Damage dealt by this creature also causes you to gain that much life.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 7/10 - 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.

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($\{B/P\}$ can be paid with either $\{B\}$ or 2 life.)

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($\{B/P\}$ can be paid with either $\{B\}$ or 2 life.)

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($\{B/P\}$ can be paid with either $\{B\}$ or 2 life.)

Lifelink (Damage dealt by this creature also causes you to gain that much life.)

1/1

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©

Sacrifice this artifact: Regenerate target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Destroy target artifact.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sidebar]

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① ② B

At the beginning of your upkeep, you lose 1 life and create a 1/1 black Faerie Rogue creature token with flying.

[sidebar]

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W

Tap target creature.
Metalcraft -- If you control three
or more artifacts, exile that
creature.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

Metalcraft -- This creature has protection from each color as long as you control three or more artifacts.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 PLAYbotbox.dev	Gut Shot RP Instant {R/P} can be paid with either {R} or 2 life.) Gut Shot deals 1 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Master of Etherium 2U Artifact Creature -- Vedalken Wizard Master of Etherium's power and toughness are each equal to the number of artifacts you control. Other artifact creatures you control get +1/+1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Relic of Progenitus 1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Relic of Progenitus 1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - WanderingOnes - Modern (Modern League) sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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