

Arcbound Ravager2 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 Ravager2 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 Ravager2 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 Ravager2 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	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 Plating② 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 Plating② 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 Plating② 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 Plating② 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	Darksteel Citadel Artifact Land Indestructible {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darksteel Citadel Artifact Land Indestructible {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darksteel Citadel Artifact Land Indestructible {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

③

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

2/2

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Galvanic Blast deals 2 damage to any target.
Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.

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At the beginning of the end step, if you control no artifacts, sacrifice this land.

{T}: Add one mana of any color.

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{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.)
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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	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	Karn, Scion of Urza Legendary Planeswalker -- Karn [+1]: Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it. [-1]: Put a card you own with a silver counter on it from exile into your hand. [-2]: Create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karn, Scion of Urza Legendary Planeswalker -- Karn [+1]: Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it. [-1]: Put a card you own with a silver counter on it from exile into your hand. [-2]: Create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Master of Etherium 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. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Master of Etherium 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. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Memnite Artifact Creature -- Construct 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Memnite Artifact Creature -- Construct 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying

0/2

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①

Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)
This creature can't be blocked except by creatures with flying or reach.

0/1

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.)
This creature can't be blocked except by creatures with flying or reach.

0/1

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This creature can't be blocked except by creatures with flying or reach.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This creature can't be blocked except by creatures with flying or reach.

0/1

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY 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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{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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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

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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.

Dispatch W Instant Tap target creature. Metalcraft -- If you control three or more artifacts, exile that creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Etched Champion 3 Artifact Creature -- Soldier Metalcraft -- This creature has protection from each color as long as you control three or more artifacts. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	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
Grafdigger's Cage 1 Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Stubborn Denial U Instant Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

