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| <div><div><div>Blossoming Sands</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {G} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Blossoming Sands</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {G} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bounce Off</div><div>Instant</div><div>Return target creature or Vehicle to its owner's hand.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                      | <div><div><div>Bounce Off</div><div>Instant</div><div>Return target creature or Vehicle to its owner's hand.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                      |
| <div><div><div>Bounce Off</div><div>Instant</div><div>Return target creature or Vehicle to its owner's hand.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div><div>Bounce Off</div><div>Instant</div><div>Return target creature or Vehicle to its owner's hand.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div><div>Broodheart Engine</div><div>Artifact</div><div>At the beginning of your upkeep, surveil 1.<br/>{2}{B}{G}, {T}, Sacrifice this artifact: Return target creature or Vehicle card from your graveyard to the battlefield. Activate only as a sorcery.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Broodheart Engine</div><div>Artifact</div><div>At the beginning of your upkeep, surveil 1.<br/>{2}{B}{G}, {T}, Sacrifice this artifact: Return target creature or Vehicle card from your graveyard to the battlefield. Activate only as a sorcery.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Broodheart Engine</div><div><div>B</div><div>G</div></div></div> <div>Artifact</div> <div>At the beginning of your upkeep, surveil 1.<br/>{2}{B}{G}, {T}, Sacrifice this artifact: Return target creature or Vehicle card from your graveyard to the battlefield. Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Broodheart Engine</div><div><div>B</div><div>G</div></div></div> <div>Artifact</div> <div>At the beginning of your upkeep, surveil 1.<br/>{2}{B}{G}, {T}, Sacrifice this artifact: Return target creature or Vehicle card from your graveyard to the battlefield. Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Dismal Backwater</div></div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Dismal Backwater</div></div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Dismal Backwater</div></div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                               | <div><div>Dismal Backwater</div></div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                               | <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>( {T}: Add {G}. )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                       | <div><div>Forest</div></div> <div>Basic Land -- Forest</div> <div>( {T}: Add {G}. )</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                       |

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| <div><div><div><div><div><div></div><div><b>Grim Bauble</b></div><div><div>B</div></div></div></div><div>Artifact</div><div>When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn.<br/>{2}{B}, {T}, Sacrifice this artifact: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Grim Bauble</b></div><div><div>B</div></div></div></div><div>Artifact</div><div>When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn.<br/>{2}{B}, {T}, Sacrifice this artifact: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Grim Bauble</b></div><div><div>B</div></div></div></div><div>Artifact</div><div>When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn.<br/>{2}{B}, {T}, Sacrifice this artifact: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Grim Bauble</b></div><div><div>B</div></div></div></div><div>Artifact</div><div>When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn.<br/>{2}{B}, {T}, Sacrifice this artifact: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div><div><div><div></div><div><b>Haunt the Network</b></div><div><div>3UB</div></div></div></div><div>Sorcery</div><div>Choose target opponent. Create two 1/1 colorless Thopter artifact creature tokens with flying. Then the chosen player loses X life and you gain X life, where X is the number of artifacts you control.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                    | <div><div><div><div><div><div></div><div><b>Haunt the Network</b></div><div><div>3UB</div></div></div></div><div>Sorcery</div><div>Choose target opponent. Create two 1/1 colorless Thopter artifact creature tokens with flying. Then the chosen player loses X life and you gain X life, where X is the number of artifacts you control.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                    | <div><div><div><div><div><div></div><div><b>Haunt the Network</b></div><div><div>3UB</div></div></div></div><div>Sorcery</div><div>Choose target opponent. Create two 1/1 colorless Thopter artifact creature tokens with flying. Then the chosen player loses X life and you gain X life, where X is the number of artifacts you control.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                    | <div><div><div><div><div><div></div><div><b>Haunt the Network</b></div><div><div>3UB</div></div></div></div><div>Sorcery</div><div>Choose target opponent. Create two 1/1 colorless Thopter artifact creature tokens with flying. Then the chosen player loses X life and you gain X life, where X is the number of artifacts you control.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                    |

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| <div><div><div>Intimidation Tactics</div><div>B</div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Intimidation Tactics</div><div>B</div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                              | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                              |
| <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                       | <div><div><div>Jungle Hollow</div></div><div><div>Land</div><div>This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                          | <div><div><div>Jungle Hollow</div></div><div><div>Land</div><div>This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Jungle Hollow</div></div><div><div>Land</div><div>This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <b>Jungle Hollow</b><br>Land<br>This land enters tapped.<br>When this land enters, you gain 1 life.<br>{T}: Add {B} or {G}.<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                  | <b>Memory Guardian</b> (4)(U)<br>Artifact Creature -- Robot Artificer<br>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br>Flying<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Memory Guardian</b> (4)(U)<br>Artifact Creature -- Robot Artificer<br>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br>Flying<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Memory Guardian</b> (4)(U)<br>Artifact Creature -- Robot Artificer<br>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br>Flying<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                      |
| <b>Memory Guardian</b> (4)(U)<br>Artifact Creature -- Robot Artificer<br>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br>Flying<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ride's End</b> (4)(W)<br>Instant<br>This spell costs {3} less to cast if it targets a tapped permanent.<br>Exile target creature or Vehicle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                             | <b>Scoured Barrens</b><br>Land<br>This land enters tapped.<br>When this land enters, you gain 1 life.<br>{T}: Add {W} or {B}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                               | <b>Starting Column</b> (3)<br>Artifact<br>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.)<br>{T}: Add one mana of any color.<br>Max speed -- {T}, Sacrifice this artifact: Draw two cards, then discard a card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div>Starting Column</div><div>3</div></div> <div>Artifact</div> <div>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.)<br/>{T}: Add one mana of any color. Max speed -- {T}, Sacrifice this artifact: Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Starting Column</div><div>3</div></div> <div>Artifact</div> <div>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.)<br/>{T}: Add one mana of any color. Max speed -- {T}, Sacrifice this artifact: Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Starting Column</div><div>3</div></div> <div>Artifact</div> <div>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.)<br/>{T}: Add one mana of any color. Max speed -- {T}, Sacrifice this artifact: Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Stock Up</div><div>2U</div></div> <div>Sorcery</div> <div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Stock Up</div><div>2U</div></div> <div>Sorcery</div> <div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                         | <div><div>Swamp</div></div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                   | <div><div>Swamp</div></div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                   | <div><div>Thornwood Falls</div></div> <div>Land</div> <div>This land enters tapped. When this land enters, you gain 1 life.<br/>{T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                    |

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| <div>Thornwood Falls</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                             | <div>Thornwood Falls</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                             | <div>Thornwood Falls</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                             | <div>Tranquil Cove</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                               |
| <div>Veloheart Bike</div> <div>Artifact -- Vehicle</div> <div>When this Vehicle enters, you gain 2 life.<br/>{T}: Add one mana of any color.<br/>Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.)</div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Veloheart Bike</div> <div>Artifact -- Vehicle</div> <div>When this Vehicle enters, you gain 2 life.<br/>{T}: Add one mana of any color.<br/>Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.)</div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Veloheart Bike</div> <div>Artifact -- Vehicle</div> <div>When this Vehicle enters, you gain 2 life.<br/>{T}: Add one mana of any color.<br/>Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.)</div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Veloheart Bike</div> <div>Artifact -- Vehicle</div> <div>When this Vehicle enters, you gain 2 life.<br/>{T}: Add one mana of any color.<br/>Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.)</div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

5 W U

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)  
You draw three cards and gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W U

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

[sidebar]

0/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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[sidebar]
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0/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ①②U

Flying  
{U}, Sacrifice this creature:  
Counter target instant or sorcery  
spell unless its controller pays  
{3}.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying
{U}, Sacrifice this creature:
Counter target instant or sorcery
spell unless its controller pays
{3}.
```

[sideboard]

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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| <div><div><div>Spell Pierce</div><div>U</div></div><div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Spin Out</div><div>1 B B</div></div><div><div>Instant</div><div>Destroy target creature or Vehicle.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Spin Out</div><div>1 B B</div></div><div><div>Instant</div><div>Destroy target creature or Vehicle.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |  |
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