

Dismal Backwater

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When this land enters, you gain 1 life.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Diversion Unit

① ②

Artifact Creature -- Robot

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

2/1

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Gearseeker Serpent

5 U U

Creature -- Serpent

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
{5}{U}: This creature can't be blocked this turn.

5/6

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Gearseeker Serpent (5)(U)(U) Creature -- Serpent Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) {5}{U}: This creature can't be blocked this turn. 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grim Bauble (B) Artifact When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn. {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grim Bauble (B) Artifact When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn. {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grim Bauble (B) Artifact When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn. {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Haunt the Network 3 U B Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Haunt the Network 3 U B Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Haunt the Network 3 U B Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Haunt the Network 3 U B Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Intimidation Tactics B Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Intimidation Tactics B Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Intimidation Tactics B Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Pactdoll Terror ③⑧ Artifact Creature -- Toy Whenever this creature or another artifact you control enters, each opponent loses 1 life and you gain 1 life. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pactdoll Terror ③⑧ Artifact Creature -- Toy Whenever this creature or another artifact you control enters, each opponent loses 1 life and you gain 1 life. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pactdoll Terror ③⑧ Artifact Creature -- Toy Whenever this creature or another artifact you control enters, each opponent loses 1 life and you gain 1 life. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spectral Interference ①④ Instant Counter target artifact or creature spell unless its controller pays {4}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Spectral Interference ①④ Instant Counter target artifact or creature spell unless its controller pays {4}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spectral Interference ①④ Instant Counter target artifact or creature spell unless its controller pays {4}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up ②④ Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up ②④ Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Transit Mage (2)(U) Creature -- Human Wizard When this creature enters, you may search your library for an artifact card with mana value 4 or 5, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Transit Mage (2)(U) Creature -- Human Wizard When this creature enters, you may search your library for an artifact card with mana value 4 or 5, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wreckage Wickerfolk (1)(B) Artifact Creature -- Scarecrow Flying When this creature enters, 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.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wreckage Wickerfolk (1)(B) Artifact Creature -- Scarecrow Flying When this creature enters, 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.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ancient Vendetta (3)(B) Sorcery Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles. [sideboard] 0/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancient Vendetta (3)(B) Sorcery Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles. [sideboard] 0/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caelorna, Coral Tyrant (1)(U) Legendary Creature -- Octopus [sideboard] 0/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caelorna, Coral Tyrant (1)(U) Legendary Creature -- Octopus [sideboard] 0/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Carrion Cruiser 2B Artifact -- Vehicle When this Vehicle enters, mill two cards. Then return a creature or Vehicle card from your graveyard to your hand. (To mill two cards, put the top two cards of your library into your graveyard.) 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.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carrion Cruiser 2B Artifact -- Vehicle When this Vehicle enters, mill two cards. Then return a creature or Vehicle card from your graveyard to your hand. (To mill two cards, put the top two cards of your library into your graveyard.) 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.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flood the Engine 2U Enchantment -- Aura Enchant creature or Vehicle When this Aura enters, tap enchanted permanent. Enchanted permanent loses all abilities and doesn't untap during its controller's untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flood the Engine 2U Enchantment -- Aura Enchant creature or Vehicle When this Aura enters, tap enchanted permanent. Enchanted permanent loses all abilities and doesn't untap during its controller's untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gastal Raider 2B Creature -- Vampire Rogue Start your engines! When this creature enters, target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. Max speed -- This creature gets +1/+1 and has menace. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gastal Raider 2B Creature -- Vampire Rogue Start your engines! When this creature enters, target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. Max speed -- This creature gets +1/+1 and has menace. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Locust Spray B Instant Target creature gets -1/-1 until end of turn. Cycling {B} ({B}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Locust Spray B Instant Target creature gets -1/-1 until end of turn. Cycling {B} ({B}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Locust Spray B Instant Target creature gets -1/-1 until end of turn. Cycling {B} ({B}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spikeshell Harrier 4U Artifact Creature -- Robot Turtle When this creature enters, return target creature or Vehicle an opponent controls to its owner's hand. If that opponent's speed is greater than each other player's speed, reduce that opponent's speed by 1. This effect can't reduce their speed below 1. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spikeshell Harrier 4U Artifact Creature -- Robot Turtle When this creature enters, return target creature or Vehicle an opponent controls to its owner's hand. If that opponent's speed is greater than each other player's speed, reduce that opponent's speed by 1. This effect can't reduce their speed below 1. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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