Banishing Light {2}{W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Banishing Light {2}{W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Beyond the Quiet {3}{W}{W}

Sorcery

Exile all creatures and Spacecraft.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Command Bridge

Land

This land enters tapped.
When this land enters, sacrifice it unless you tap an untapped permanent you control.
{T}: Add one mana of any color.

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

Dawnstrike Vanguard {5}{W}

Creature -- Human Knight

Lifelink
At the beginning of your end step, if you control two or more tapped creatures, put a +1/+1 counter on each creature you control other than this creature.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deafening Silence {W}

Enchantment

Each player can't cast more than one noncreature spell each turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decode Transmissions {2}{B}

Sorcery

You draw two cards and lose 2 life.
Void -- If a nonland permanent left the battlefield this turn or a spell was warped this turn, instead you draw two cards and each opponent loses 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Cubewarlock - Limited (Limited League 2026: Tourney 2) 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.

Decode Transmissions {2}{B}

Sorcery

You draw two cards and lose 2 life. Void -- If a nonland permanent left the battlefield this turn or a spell was warped this turn, instead you draw two cards and each opponent loses 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Divert Disaster {1}{U}

Instant

Counter target spell unless its controller pays {2}. If they do, you 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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Divert Disaster {1}{U}

Instant

Counter target spell unless its controller pays {2}. If they do, you 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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faller's Faithful {2}{B}

Creature -- Human Wizard

When this creature enters, destroy up to one other target creature. If that creature wasn't dealt damage this turn, its controller draws two cards.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faller's Faithful {2}{B}

Creature -- Human Wizard

When this creature enters, destroy up to one other target creature. If that creature wasn't dealt damage this turn, its controller draws two cards.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flight-Deck Coordinator {2}{W}

Creature -- Human Soldier

At the beginning of your end step, if you control two or more tapped creatures, you gain 2 life.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flight-Deck Coordinator {2}{W}

Creature -- Human Soldier

At the beginning of your end step, if you control two or more tapped creatures, you gain 2 life.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Helping Hand {W}

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Cubewarlock - Limited (Limited League 2026: Tourney 2) sheet 2/10 - 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.

Hidden Necropolis

Land -- Cave

This land enters tapped.
{T}: Add {B}.
{4}{B}, {T}, Sacrifice this land: Discover 4. Activate only as a sorcery. (Exile cards from the top of your library until you exile a nonland card with mana value 4 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hullcarver (B)

Artifact Creature -- Robot Assassin

Deathtouch

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hullcarver (B)

Artifact Creature -- Robot Assassin

Deathtouch

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Keep Out {1}{W}

Instant

Choose one --
* Keep Out deals 4 damage to target tapped creature.
* Destroy target enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mechan Navigator {1}{U}

Artifact Creature -- Robot Pilot

Whenever this creature becomes tapped, draw a card, then discard a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mental Modulation {1}{U}

Instant

This spell costs {1} less to cast during your turn.
Tap target artifact or creature.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nanoform Sentinel {2}{U}

Artifact Creature -- Robot

Whenever this creature becomes tapped, untap another target permanent. This ability triggers only once each turn.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Perfect Intimidation {3}{B}

Sorcery

Choose one or both --
* Target opponent exiles two cards from their hand.
* Remove all counters from target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pestered Wellguard {3}{U}

Creature -- Merfolk Soldier

Whenever this creature becomes tapped, create a 1/1 blue and black Faerie creature token with flying.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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

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

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

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scoured Barrens

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Cubewarlock - Limited (Limited League 2026: Tourney 2) sheet 5/10 - 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.

Starfield Shepherd {3}{W}{W}

Creature -- Angel

Flying
When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.
Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunstar Chaplain {1}{W}

Creature -- Human Cleric

At the beginning of your end step, if you control two or more tapped creatures, put a +1/+1 counter on target creature you control.
{2}, Remove a +1/+1 counter from a creature you control: Tap target artifact or creature.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Temporal Intervention 2B

Sorcery

Void -- This spell costs {2} less to cast if a nonland permanent left the battlefield this turn or a spell was warped this turn.
Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temporal Intervention 2B

Sorcery

Void -- This spell costs {2} less to cast if a nonland permanent left the battlefield this turn or a spell was warped this turn.
Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temporal Intervention 2B

Sorcery

Void -- This spell costs {2} less to cast if a nonland permanent left the battlefield this turn or a spell was warped this turn.
Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thousand Moons Infantry 2W

Creature -- Human Soldier

Untap this creature during each other player's untap step.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thousand Moons Infantry 2W

Creature -- Human Soldier

Untap this creature during each other player's untap step.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Cove

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unexpected Assistance 3UU

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Draw three cards, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unexpected Assistance 3UU

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Draw three cards, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Unexpected Assistance {3}{U}{U}

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Draw three cards, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vote Out {3}{B}

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Destroy target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wanderbrine Trapper {W}

Creature -- Merfolk Scout

{1}, {T}, Tap another untapped creature you control: Tap target creature an opponent controls.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wanderbrine Trapper {W}

Creature -- Merfolk Scout

{1}, {T}, Tap another untapped creature you control: Tap target creature an opponent controls.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blade of the Swarm {3}{B}

Creature -- Insect Assassin

When this creature enters, choose one --
* Put two +1/+1 counters on this creature.
* Put target exiled card with warp on the bottom of its owner's library.

[sideboard]

3/1

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.)

[sideboard]

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.")

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hullcarver {B}

Artifact Creature -- Robot Assassin

Deathtouch

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Cubewarlock - Limited (Limited League 2026: Tourney 2) sheet 8/10 - 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.

Keep Out {1}{W}

Instant

Choose one --
* Keep Out deals 4 damage to target tapped creature.
* Destroy target enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kirol, Attentive First-Year {1}{R/W}{R/W}

Legendary Creature -- Vampire Cleric

Tap two untapped creatures you control: Copy target triggered ability you control. You may choose new targets for the copy. Activate only once each turn.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liminal Hold {3}{W}

Enchantment

When this enchantment enters, exile up to one target nonland permanent an opponent controls until this enchantment leaves the battlefield. You gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lost in Space {3}{U}

Instant

Target artifact or creature's owner puts it on their choice of the top or bottom of their library. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lost in Space {3}{U}

Instant

Target artifact or creature's owner puts it on their choice of the top or bottom of their library. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meanders Guide {2}{W}

Creature -- Merfolk Scout

Whenever this creature attacks, you may tap another untapped Merfolk you control. When you do, return target creature card with mana value 3 or less from your graveyard to the battlefield.

[sideboard]

3/2

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

Rescue Skiff {5}{W}

Artifact -- Spacecraft

When this Spacecraft enters, return target creature or enchantment card from your graveyard to the battlefield.
Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 10+.)
10+ | Flying

[sideboard]

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Cubewarlock - Limited (Limited League 2026: Tourney 2) sheet 9/10 - 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.

Silvergill Peddler {2}{U}

Creature -- Merfolk Citizen

Whenever this creature becomes tapped, draw a card, then discard a card.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starfield Shepherd {3}{W}{W}

Creature -- Angel

Flying
When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.
Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunstar Chaplain {1}{W}

Creature -- Human Cleric

At the beginning of your end step, if you control two or more tapped creatures, put a +1/+1 counter on target creature you control.
{2}, Remove a +1/+1 counter from a creature you control: Tap target artifact or creature.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.