Airship Engine Room

Land

This land enters tapped.
{T}: Add {U} or {R}.
{4}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Escape Tunnel

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Escape Tunnel

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

({T}: Add {G}.)

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Formidable Speaker (2)(G)

Creature -- Elf Druid

When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.
{1}, {T}: Untap another target permanent.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goldvein Hydra (X)(G)

Creature -- Hydra

Vigilance, trample, haste
This creature enters with X +1/+1 counters on it.
When this creature dies, create a number of tapped Treasure tokens equal to its power.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guac & Marshmallow Pizza (G)

Artifact -- Food

Flash
When this artifact enters, target creature gets +2/+2 until end of turn. Untap it.
{2}, {T}, Sacrifice this artifact: You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guac & Marshmallow Pizza (G)

Artifact -- Food

Flash
When this artifact enters, target creature gets +2/+2 until end of turn. Untap it.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kok, Niels - Standard (Gentry League 2026-#2) sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mona Lisa, Science Geek {2}{G}

Legendary Creature -- Lizard Mutant

Reach
{T}: Add X mana of any one color, where X is Mona Lisa's power.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mona Lisa, Science Geek {2}{G}

Legendary Creature -- Lizard Mutant

Reach
{T}: Add X mana of any one color, where X is Mona Lisa's power.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kok, Niels - Standard (Gentry League 2026-#2) sheet 3/10 - 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.

Mona Lisa, Science Geek (2)(G)

Legendary Creature -- Lizard Mutant

Reach
{T}: Add X mana of any one color, where X is Mona Lisa's power.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mona Lisa, Science Geek (2)(G)

Legendary Creature -- Lizard Mutant

Reach
{T}: Add X mana of any one color, where X is Mona Lisa's power.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nature's Rhythm (X)(G)(G)

Sorcery

Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.
Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Night Market

Land

This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Night Market

Land

This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Night Market

Land

This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Night Market

Land

This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kok, Niels - Standard (Gentry League 2026-#2) sheet 4/10 - 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.

Octopus Form (U)

Instant -- Lesson

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Octopus Form (U)

Instant -- Lesson

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pillar Launch (G)

Instant

Target creature gets +2/+2 and gains reach until end of turn. Untap it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pillar Launch (G)

Instant

Target creature gets +2/+2 and gains reach until end of turn. Untap it.

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Pillar Launch (G)

Instant

Target creature gets +2/+2 and gains reach until end of turn. Untap it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kok, Niels - Standard (Gentry League 2026-#2) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Ringing Strike Mastery (U)

Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.
Enchanted creature has "{5}: Untap this creature."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchanted creature has "{5}: Untap this creature."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Season of Gathering (4)(G)(G)

Sorcery

Choose up to five {P} worth of modes. You may choose the same mode more than once.
{P} -- Put a +1/+1 counter on a creature you control. It gains vigilance and trample until end of turn.
{P}{P} -- Choose artifact or enchantment. Destroy all permanents of the chosen type.
{P}{P}{P} -- Draw cards equal to the greatest power among creatures you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sewer-veillance Cam (U)

Artifact

Flash
When this artifact enters or leaves the battlefield, you may tap or untap target creature.
{3}{U}, Sacrifice this artifact: Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sewer-veillance Cam (U)

Artifact

Flash
When this artifact enters or leaves the battlefield, you may tap or untap target creature.
{3}{U}, Sacrifice this artifact: Draw two cards.

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Sleight of Hand (U)

Sorcery

Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sleight of Hand (U)

Sorcery

Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spectral Sailor (U)

Creature -- Spirit Pirate

Flash (You may cast this spell any time you could cast an instant.)
Flying
{3}{U}: Draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spectral Sailor (U)

Creature -- Spirit Pirate

Flash (You may cast this spell any time you could cast an instant.)
Flying
{3}{U}: Draw a card.

1/1

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Spectral Sailor (U)

Creature -- Spirit Pirate

Flash (You may cast this spell any time you could cast an instant.)
Flying
{3}{U}: Draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stock Up (2)(U)

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.

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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.

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Stock Up (2)(U)

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 PLAY botbox.dev

Wild Ride (R)

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.
Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Ride (R)

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.
Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Ride (R)

Sorcery

Target creature gets +3/+0 and gains haste until end of turn.
Harmonize {4}{R} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fuel the Flames (2)(R)

Instant

Fuel the Flames deals 2 damage to each creature.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fuel the Flames (2)(R)

Instant

Fuel the Flames deals 2 damage to each creature.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heritage Reclamation (1)(G)

Instant

Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Exile up to one target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heritage Reclamation (1)(G)

Instant

Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Exile up to one target card from a graveyard. Draw a card.

[sideboard]

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Heritage Reclamation {1}{G}

Instant

Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Exile up to one target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Manhole Missile {1}{R}

Instant

Manhole Missile deals 3 damage to target creature. You may put a card from your hand on the bottom of your library. If you do, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Manhole Missile {1}{R}

Instant

Manhole Missile deals 3 damage to target creature. You may put a card from your hand on the bottom of your library. If you do, draw a card.

[sideboard]

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Manhole Missile {1}{R}

Instant

Manhole Missile deals 3 damage to target creature. You may put a card from your hand on the bottom of your library. If you do, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate {1}{U}

Instant

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Peerless Recycling {1}{G}

Instant

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)
Return target permanent card from your graveyard to your hand. If the gift was promised, instead return two target permanent cards from your graveyard to your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ringing Strike Mastery {U}

Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
Enchanted creature doesn't untap during its controller's untap step.
Enchanted creature has "{5}: Untap this creature."

[sideboard]

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Shore Up {U}

Instant

Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spectral Interference {1}{U}

Instant

Counter target artifact or creature spell unless its controller pays {4}.

[sideboard]

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