

Beamsaw Prospector (1)(B) Creature -- Human Artificer When this creature dies, 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.") 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Comet Crawler (2)(B) Creature -- Insect Horror Lifelink Whenever this creature attacks, you may sacrifice another creature or artifact. If you do, this creature gets +2/+0 until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dockworker Drone (1)(W) Artifact Creature -- Robot This creature enters with a +1/+1 counter on it. When this creature dies, put its counters on target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gravkill (3)(B) Instant Exile target creature or Spacecraft. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Honor (W) Sorcery Put a +1/+1 counter on target creature. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight Luminary (3)(W) Creature -- Human Knight When this creature enters, create a 1/1 white Human Soldier creature token. 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	Lightstall Inquisitor (W) Creature -- Angel Wizard Vigilance When this creature enters, each opponent exiles a card from their hand and may play that card for as long as it remains exiled. Each spell cast this way costs {1} more to cast. Each land played this way enters tapped. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nutrient Block (1) Artifact -- Food Indestructible (Effects that say "destroy" don't destroy this artifact.) {2}, {T}, Sacrifice this artifact: You gain 3 life. When this artifact is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Perigee Beckoner 4B Creature -- Horror When this creature enters, until end of turn, another target creature you control gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control." Warp {1}{B} (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.) 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Perigee Beckoner 4B Creature -- Horror When this creature enters, until end of turn, another target creature you control gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control." Warp {1}{B} (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.) 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pinnacle Kill-Ship 7 Artifact -- Spacecraft When this Spacecraft enters, it deals 10 damage to up to one target creature. 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 7+.) 7+ Flying 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pulsar Squadron Ace1W Creature -- Human Pilot When this creature enters, look at the top five cards of your library. You may reveal a Spacecraft card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. If you didn't put a card into your hand this way, put a +1/+1 counter on this creature. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rayblade Trooper2W Creature -- Human Soldier When this creature enters, put a +1/+1 counter on target creature you control. Whenever a nontoken creature you control with a +1/+1 counter on it dies, create a 1/1 white Human Soldier creature token. 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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seam RipW Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunset Saboteur1B Creature -- Human Rogue Menace Ward--Discard a card. Whenever this creature attacks, put a +1/+1 counter on target creature an opponent controls. 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunstar Chaplain1W 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 PLAYbotbox.dev

Sunstar Lightsmith 3 W Creature -- Human Artificer Whenever you cast your second spell each turn, put a +1/+1 counter on this creature and draw a card. 3/3 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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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	Swarm Culler Creature -- Insect Warrior Flying Whenever this creature becomes tapped, you may sacrifice another creature or artifact. If you do, draw a card. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tragic Trajectory Sorcery Target creature gets -2/-2 until end of turn. Void -- That creature gets -10/-10 until end of turn instead if a nonland permanent left the battlefield this turn or a spell was warped this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Virus Beetle Artifact Creature -- Insect When this creature enters, each opponent discards a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voidforged Titan Artifact Creature -- Robot Warrior Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, you draw a card and lose 1 life. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vote Out 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 PLAYbotbox.dev	Zero Point Ballad Sorcery Destroy all creatures with toughness X or less. You lose X life. If X is 6 or more, return a creature card put into a graveyard this way to the battlefield under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

③

{T}: Add one mana of any color.
{7}, {T}, Sacrifice this artifact:
Draw X cards, where X is the number
of differently named lands you
control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Ward--Discard a card at random.
Void -- Whenever Alpharael attacks, if a nonland permanent left the battlefield this turn or a spell was warped this turn, defending player loses half their life, rounded up.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Deathtouch
When this creature enters, another target creature you control gains deathtouch until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Deathtouch
When this creature enters, another target creature you control gains deathtouch until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Vigilance
This creature gets +2/+0 as long as you've cast two or more spells this turn.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

9

Warp {3} (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.)

9/9

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Surveil X, where X is the number of artifacts you control. Then draw three cards. (To surveil X, look at the top X 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

②

Whenever this creature becomes tapped, you gain 1 life.
{2}, {T}: Put target card from a graveyard on the bottom of its owner's library.

2/1

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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cryogen Relic 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 PLAYbotbox.dev	Cryoshatter Enchantment -- Aura Enchant creature Enchanted creature gets -5/-0. When enchanted creature becomes tapped or is dealt damage, destroy it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diplomatic Relations Instant Target creature you control gets +1/+0 and gains vigilance until end of turn. It deals damage equal to its power to target creature an opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Divert Disaster 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.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Divert Disaster 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.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Divert Disaster 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.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drix Fatemaker Creature -- Drix Wizard When this creature enters, put a +1/+1 counter on target creature. Each creature you control with a +1/+1 counter on it has trample. Warp {1}{G} (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 PLAYbotbox.dev

Eumidian Terrabotanist 1G Creature -- Insect Druid Landfall -- Whenever a land you control enters, you gain 1 life. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flight-Deck Coordinator 2W Creature -- Human Soldier At the beginning of your end step, if you control two or more tapped creatures, you gain 2 life. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gene Pollinator G Artifact Creature -- Robot Insect {T}, Tap an untapped permanent you control: Add one mana of any color. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Haliya, Ascendant Cadet 2GWW Legendary Creature -- Human Soldier Whenever Haliya enters or attacks, put a +1/+1 counter on target creature you control. Whenever one or more creatures you control with +1/+1 counters on them deal combat damage to a player, draw a card. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Insatiable Skittermaw 2B Creature -- Insect Horror Menace (This creature can't be blocked except by two or more creatures.) Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, put a +1/+1 counter on this creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Intrepid Tenderfoot 1G Creature -- Insect Citizen {3}: Put a +1/+1 counter on this creature. Activate only as a sorcery. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Invasive Maneuvers 1R Instant Invasive Maneuvers deals 3 damage to target creature. It deals 5 damage instead if you control a Spacecraft. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kav Landseeker 3R Creature -- Kavv Soldier Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, create a Lander token. At the beginning of the end step on your next turn, sacrifice that 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] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

③ ④

Menace (This creature can't be blocked except by two or more creatures.)
When this creature enters, create a Lander token. At the beginning of the end step on your next turn, sacrifice that 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]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Create a Lander token. Then you may sacrifice an artifact. When you do, Lithobraking deals 2 damage to each creature. (A Lander token is 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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

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.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ W

This creature enters with a +1/+1 counter on it for each other creature and/or artifact you control.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Whenever another artifact you control enters, create a 2/2 colorless Robot artifact creature token. This ability triggers only once each turn.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② U

Defender
As long as an artifact entered the battlefield under your control this turn, this creature can attack as though it didn't have defender.

[sidebar]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

When this artifact enters, you may discard a card. If you do, draw two cards.

{3}, Sacrifice this artifact: Create a tapped 2/2 colorless Robot artifact creature token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

When this artifact enters, you may discard a card. If you do, draw two cards.

{3}, Sacrifice this artifact: Create a tapped 2/2 colorless Robot artifact creature token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R

Orbital Plunge deals 6 damage to target creature. If excess damage was dealt this way, 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.")

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Whenever another artifact you control enters, you may pay {1}. If you do, put a +1/+1 counter on this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑦

When this Spacecraft enters, it deals 10 damage to up to one target creature.

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 7+.)

7+ | Flying

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Target creature gets +3/+0 and gains reach and first strike until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ R

Void -- When this creature enters, if a nonland permanent left the battlefield this turn or a spell was warped this turn, exile up to one target instant or sorcery card with mana value 2 or less from your graveyard. Copy it. You may cast the copy without paying its mana cost.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R R

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Choose one --
* Ruinous Rampage deals 3 damage to
each opponent.
* Exile all artifacts with mana
value 3 or less.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

Destroy target artifact, enchantment, or creature with flying. **Surveil 1.** (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

When this creature enters, target creature an opponent controls gets -3/-0 until end of turn.

Warp {U} (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.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Squire's Lightblade W Artifact -- Equipment Flash When this Equipment enters, attach it to target creature you control. That creature gains first strike until end of turn. Equipped creature gets +1/+0. Equip {3} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squire's Lightblade W Artifact -- Equipment Flash When this Equipment enters, attach it to target creature you control. That creature gains first strike until end of turn. Equipped creature gets +1/+0. Equip {3} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starbreach Whale 4U Creature -- Whale 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.) Warp {1}{U} (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] 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starfighter Pilot 1W Creature -- Human Pilot Whenever this creature becomes tapped, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Steelswarm Operator 1U Artifact Creature -- Robot Soldier Flying {T}: Add {U}. Spend this mana only to cast an artifact spell. {T}: Add {U}{U}. Spend this mana only to activate abilities of artifact sources. [sideboard] 1/1 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Dominion Bracelet 2 Legendary Artifact -- Equipment Equipped creature gets +1/+1 and has "{15}, Exile The Dominion Bracelet: You control target opponent during their next turn. This ability costs {X} less to activate, where X is this creature's power. Activate only as a sorcery." (You see all cards that player could see and make all decisions for them.) Equip {1} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	