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

Blooming Stinger {1}{G}

Creature -- Plant Scorpion

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

Broodguard Elite {X}{G}{G}

Creature -- Insect Knight

This creature enters with X +1/+1 counters on it.
When this creature leaves the battlefield, put its counters on target creature you control.
Warp {X}{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.)

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.
Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Depressurize {1}{B}

Instant

Target creature gets -3/-0 until end of turn. Then if that creature's power is 0 or less, destroy it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eumidian Terrabotanist {1}{G}

Creature -- Insect Druid

Landfall -- Whenever a land you control enters, you gain 1 life.

2/3

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

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.

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

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

Galactic Wayfarer {2}{G}

Creature -- Human Scout

When this creature enters, 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.")

3/3

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.

Germinating Wurm {4}{G}

Creature -- Plant Wurm

When this creature enters, you gain 2 life.
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.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Germinating Wurm {4}{G}

Creature -- Plant Wurm

When this creature enters, you gain 2 life.
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.)

5/5

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

Gravkill {3}{B}

Instant

Exile target creature or Spacecraft.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Insatiable Skittermaw {2}{B}

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Larval Scoutlander {2}{G}

Artifact -- Spacecraft

When this Spacecraft enters, you may sacrifice a land or Lander. If you do, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.
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

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monoist Circuit-Feeder {4}{B}{B}

Artifact Creature -- Nautilus

Flying
When this creature enters, until end of turn, target creature you control gets +X/+0 and target creature an opponent controls gets -0/-X, where X is the number of artifacts you control.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monoist Circuit-Feeder {4}{B}{B}

Artifact Creature -- Nautilus

Flying
When this creature enters, until end of turn, target creature you control gets +X/+0 and target creature an opponent controls gets -0/-X, where X is the number of artifacts you control.

4/4

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.

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 PLAY botbox.dev

Seedship Agrarian {3}{G}

Creature -- Insect Scientist

Whenever this creature becomes tapped, 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.")
Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunset Saboteur {1}{B}

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 PLAY botbox.dev

Susurian Dirgecraft {4}{B}

Artifact -- Spacecraft

When this Spacecraft enters, each opponent sacrifices a nontoken creature of their choice.
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

4/3

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.

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

Thawbringer (2)(G)

Creature -- Insect Scout

When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thrumming Hivepool (6)

Artifact

Affinity for Slivers (This spell costs {1} less to cast for each Sliver you control.)
Slivers you control have double strike and haste.
At the beginning of your upkeep, create two 1/1 colorless Sliver creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Umbral Collar Zealot (1)(B)

Creature -- Human Cleric

Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

3/2

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

Playtest cards - chaux, bertrand - Limited (Boa Qualifier #3 2025 (EoE Limited)) sheet 5/12 - 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.

Annul {U}

Instant

Counter target artifact or enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Atmospheric Greenhouse {4}{G}

Artifact -- Spacecraft

When this Spacecraft enters, put a +1/+1 counter on each creature you control.
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 8+.)
8+ | Flying, trample

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Atomic Microsizer {U}

Artifact -- Equipment

Equipped creature gets +1/+0.
Whenever equipped creature attacks, choose up to one target creature. That creature can't be blocked this turn and has base power and toughness 1/1 until end of turn.
Equip {2}

[sideboard]

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brightspear Zealot {2}{W}

Creature -- Human Soldier

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

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cloudsculpt Technician {2}{U}

Creature -- Jellyfish Artificer

Flying
As long as you control an artifact, this creature gets +1/+0.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cryoshatter {U}

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 PLAY botbox.dev

Dark Endurance {1}{B}

Instant

This spell costs {1} less to cast if it targets a blocking creature.
Target creature gets +2/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

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.

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.")

[sideboard]

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.")

[sideboard]

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.

[sideboard]

1/1

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.

[sideboard]

1/1

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.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dual-Sun Technique {1}{W}

Instant

Target creature you control gains double strike until end of turn. If it has a +1/+1 counter on it, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dyadrine, Synthesis Amalgam {X}{G}{W}

Legendary Artifact Creature -- Construct

Trample
Dyadrine enters with a number of +1/+1 counters on it equal to the amount of mana spent to cast it.
Whenever you attack, you may remove a +1/+1 counter from each of two creatures you control. If you do, draw a card and create a 2/2 colorless Robot artifact creature token.

[sideboard]

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Focus Fire {W}

Instant

Focus Fire deals X damage to target attacking or blocking creature, where X is 2 plus the number of creatures and/or Spacecraft you control.

[sideboard]

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.

Frontline War-Rager (2)(R)

Creature -- Kavu Soldier

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

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Genemorph Imago (G)(U)

Creature -- Insect Druid

Flying
Landfall -- Whenever a land you control enters, target creature has base power and toughness 3/3 until end of turn. If you control six or more lands, that creature has base power and toughness 6/6 until end of turn instead.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gigastorm Titan (4)(U)

Creature -- Elemental

This spell costs {3} less to cast if you've cast another spell this turn.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Godless Shrine

Land -- Plains Swamp

({T}: Add {W} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Godless Shrine

Land -- Plains Swamp

({T}: Add {W} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

[sideboard]

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

Illvoi Infiltrator (2)(U)

Creature -- Jellyfish Rogue

This creature can't be blocked if you've cast two or more spells this turn.
Whenever this creature deals combat damage to a player, draw a card.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Illvoi Light Jammer (1)(U)

Artifact -- Equipment

Flash
When this Equipment enters, attach it to target creature you control. That creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)
Equipped creature gets +1/+2.
Equip {3}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - chaux, bertrand - Limited (Boa Qualifier #3 2025 (EoE Limited)) sheet 8/12 - 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.

Illvoi Light Jammer {1}{U}

Artifact -- Equipment

Flash
When this Equipment enters, attach it to target creature you control. That creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)
Equipped creature gets +1/+2.
Equip {3}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Illvoi Operative {1}{U}

Creature -- Jellyfish Rogue

Whenever you cast your second spell each turn, put a +1/+1 counter on this creature.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Invasive Maneuvers {1}{R}

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 PLAY botbox.dev

Kavaron Skywarden {4}{R}

Creature -- Kavu Soldier

Reach
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]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kav Landseeker {3}{R}

Creature -- Kavu 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 PLAY botbox.dev

Kav Landseeker {3}{R}

Creature -- Kavu 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 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

Mechan Assembler {4}{U}

Artifact Creature -- Robot Artificer

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

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.

Mechan Navigator {1}{U}

Artifact Creature -- Robot Pilot

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

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Molecular Modifier {2}{R}

Creature -- Kavu Artificer

At the beginning of combat on your turn, target creature you control gets +1/+0 and gains first strike until end of turn.

[sideboard]

2/2

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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

[sideboard]

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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

[sideboard]

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plasma Bolt {R}

Sorcery

Plasma Bolt deals 2 damage to any target.
Void -- Plasma Bolt deals 3 damage instead if a nonland permanent left the battlefield this turn or a spell was warped this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rayblade Trooper {2}{W}

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.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reroute Systems {W}

Instant

Choose one --
* Target artifact or creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)
* Reroute Systems deals 2 damage to target tapped creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - chaux, bertrand - Limited (Boa Qualifier #3 2025 (EoE Limited)) sheet 10/12 - 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.

Rig for War — 1R

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Selfcraft Mechan — 3U

Artifact Creature -- Robot Artificer

When this creature enters, you may sacrifice an artifact. When you do, put a +1/+1 counter on target creature and draw a card.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skystinger — 2G

Creature -- Insect Warrior

Reach
Whenever this creature blocks a creature with flying, this creature gets +5/+0 until end of turn.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skystinger — 2G

Creature -- Insect Warrior

Reach
Whenever this creature blocks a creature with flying, this creature gets +5/+0 until end of turn.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skystinger — 2G

Creature -- Insect Warrior

Reach
Whenever this creature blocks a creature with flying, this creature gets +5/+0 until end of turn.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slagdrill Scrapper — R

Artifact Creature -- Robot Scout

{2}, {T}, Sacrifice another artifact or land: Draw a card.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slagdrill Scrapper — R

Artifact Creature -- Robot Scout

{2}, {T}, Sacrifice another artifact or land: Draw a card.

[sideboard]

1/2

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

Playtest cards - chaux, bertrand - Limited (Boa Qualifier #3 2025 (EoE Limited)) sheet 11/12 - 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.

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

Starport Security {W}

Artifact Creature -- Robot Soldier

{3}{W}, {T}: Tap another target creature. This ability costs {2} less to activate if you control a creature with a +1/+1 counter on it.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tannuk, Memorial Ensign {1}{R}{G}

Legendary Creature -- Kavu Pilot

Landfall -- Whenever a land you control enters, Tannuk deals 1 damage to each opponent. If this is the second time this ability has resolved this turn, draw a card.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temporal Intervention {2}{B}

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

Weapons Manufacturing {1}{R}

Enchantment

Whenever a nontoken artifact you control enters, create a colorless artifact token named Munitions with "When this token leaves the battlefield, it deals 2 damage to any target."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Weapons Manufacturing {1}{R}

Enchantment

Whenever a nontoken artifact you control enters, create a colorless artifact token named Munitions with "When this token leaves the battlefield, it deals 2 damage to any target."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Weftstalker Ardent {2}{R}

Creature -- Drix Artificer

Whenever another creature or artifact you control enters, this creature deals 1 damage to each opponent.
Warp {R} (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]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - chaux, bertrand - Limited (Boa Qualifier #3 2025 (EoE Limited)) sheet 12/12 - 7 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.