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| <div><div><div>All-Fates Scroll</div><div>3</div></div><div>Artifact</div><div><div><div>{T}: Add one mana of any color.</div><div>{7}, {T}, Sacrifice this artifact:</div><div>Draw X cards, where X is the number of differently named lands you control.</div></div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                            | <div><div><div>Blooming Stinger</div><div>16</div></div><div>Creature -- Plant Scorpion</div><div><div><div>Deathtouch</div><div>When this creature enters, another target creature you control gains deathtouch until end of turn.</div></div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                    | <div><div><div>Command Bridge</div><div></div></div><div>Land</div><div><div><div>This land enters tapped.</div><div>When this land enters, sacrifice it unless you tap an untapped permanent you control.</div><div>{T}: Add one mana of any color.</div></div></div><div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Consult the Star Charts</div><div>1U</div></div><div>Instant</div><div><div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)</div><div>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div></div></div><div><div>10/10</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Dauntless Scrapbot</div><div>3</div></div><div>Artifact Creature -- Robot</div><div><div><div>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.")</div></div></div><div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Diplomatic Relations</div><div>26</div></div><div>Instant</div><div><div><div>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.</div></div></div><div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Eumidian Terrabotanist</div><div>16</div></div><div>Creature -- Insect Druid</div><div><div><div>Landfall -- Whenever a land you control enters, you gain 1 life.</div></div></div><div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                     | <div><div><div>Extinguisher Battleship</div><div>8</div></div><div>Artifact -- Spacecraft</div><div><div><div>When this Spacecraft enters, destroy target noncreature permanent. Then this Spacecraft deals 4 damage to each creature.</div><div>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 5+.)</div><div>5+   Flying, trample</div></div></div><div><div>10/10</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>    |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                            |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Fungal Colossus</div> <div>66</div> <div>Creature -- Fungus Beast</div> <div>This spell costs {X} less to cast, where X is the number of differently named lands you control.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Harmonious Grovestrider</div><div>366</div></div> <div>Creature -- Beast</div> <div>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br/>Harmonious Grovestrider's power and toughness are each equal to the number of lands you control.</div> <div><div>*/*</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Intrepid Tenderfoot</div><div>16</div></div> <div>Creature -- Insect Citizen</div> <div>{3}: Put a +1/+1 counter on this creature. Activate only as a sorcery.</div> <div><div>2/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                   | <div><div>Intrepid Tenderfoot</div><div>16</div></div> <div>Creature -- Insect Citizen</div> <div>{3}: Put a +1/+1 counter on this creature. Activate only as a sorcery.</div> <div><div>2/2</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                | <div><div>Island</div></div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>     |
| <div><div>Island</div></div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                     | <div><div>Kav Landseeker</div><div>3R</div></div> <div>Creature -- Kavv Soldier</div> <div>Menace (This creature can't be blocked except by two or more creatures.)<br/>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.")</div> <div><div>4/3</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Lithobraking</div><div>2R</div></div> <div>Instant</div> <div>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.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Mountain</div></div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                               | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                       | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                       |
| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Orbital Plunge</div><div>Sorcery</div><div>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.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plasma Bolt</div><div>Sorcery</div><div>Plasma Bolt deals 2 damage to any target.<br/>Void -- Plasma Bolt deals 3 damage instead if a nonland permanent left the battlefield this turn or a spell was warped this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plasma Bolt</div><div>Sorcery</div><div>Plasma Bolt deals 2 damage to any target.<br/>Void -- Plasma Bolt deals 3 damage instead if a nonland permanent left the battlefield this turn or a spell was warped this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Seedship Impact<div>16</div><div>Instant</div><div>Destroy target artifact or enchantment. If its mana value was 2 or less, 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.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Starwinder<div>5UU</div><div>Creature -- Leviathan</div><div>Whenever a creature you control deals combat damage to a player, you may draw that many cards. Warp {2}{U}{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.)</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Swamp<div></div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                     | <div>Terrapact Intimidator<div>1R</div><div>Creature -- Kavu Scout</div><div>When this creature enters, target opponent may have you create two Lander tokens. If they don't, put two +1/+1 counters on this 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.")</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div>Thrumming Hivepool<div>6</div><div>Artifact</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            | <div>Zero Point Ballad<div>XB</div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                            | <div>Zero Point Ballad<div>XB</div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Zookeeper Mechan<div>1R</div><div>Artifact Creature -- Robot</div><div>{T}: Add {R}. {6}{R}: Target creature you control gets +4/+0 until end of turn. Activate only as a sorcery.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                     |

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| <div><div><div>Banishing Light</div><div><div>2</div><div>W</div></div></div><div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Biosynthetic Burst</div><div><div>1</div><div>G</div></div></div><div><div>Instant</div><div>Put a +1/+1 counter on target creature you control. It gains reach, trample, and indestructible until end of turn. Untap it. (Damage and effects that say "destroy" don't destroy it.)</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Chrome Companion</div><div><div>2</div></div></div><div><div>Artifact Creature -- Dog</div><div>Whenever this creature becomes tapped, you gain 1 life.<br/>{2}, {T}: Put target card from a graveyard on the bottom of its owner's library.</div><div>[sideboard]</div><div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Chrome Companion</div><div><div>2</div></div></div><div><div>Artifact Creature -- Dog</div><div>Whenever this creature becomes tapped, you gain 1 life.<br/>{2}, {T}: Put target card from a graveyard on the bottom of its owner's library.</div><div>[sideboard]</div><div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
| <div><div><div>Cloudsculpt Technician</div><div><div>2</div><div>U</div></div></div><div><div>Creature -- Jellyfish Artificer</div><div>Flying<br/>As long as you control an artifact, this creature gets +1/+0.</div><div>[sideboard]</div><div><div>1/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                | <div><div><div>Comet Crawler</div><div><div>2</div><div>B</div></div></div><div><div>Creature -- Insect Horror</div><div>Lifelink<br/>Whenever this creature attacks, you may sacrifice another creature or artifact. If you do, this creature gets +2/+0 until end of turn.</div><div>[sideboard]</div><div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>         | <div><div><div>Cosmogoyf</div><div><div>B</div><div>G</div></div></div><div><div>Creature -- Elemental Lhurgoyf</div><div>Cosmogoyf's power is equal to the number of cards you own in exile and its toughness is equal to that number plus 1.</div><div>[sideboard]</div><div><div>*/1+*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>            | <div><div><div>Cryoshatter</div><div><div>U</div></div></div><div><div>Enchantment -- Aura</div><div>Enchant creature<br/>Enchanted creature gets -5/-0.<br/>When enchanted creature becomes tapped or is dealt damage, destroy it.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                       |

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| <div><div><div>Dark Endurance</div><div>①B</div></div><div>Instant</div><div><p>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.)</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Depressurize</div><div>①B</div></div><div>Instant</div><div><p>Target creature gets -3/-0 until end of turn. Then if that creature's power is 0 or less, destroy it.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                  | <div><div><div>Desculpting Blast</div><div>①U</div></div><div>Instant</div><div><p>Return target nonland permanent to its owner's hand. If it was attacking, create a 1/1 colorless Drone artifact creature token with flying and "This token can block only creatures with flying."</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Divert Disaster</div><div>①U</div></div><div>Instant</div><div><p>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.")</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Embrace Oblivion</div><div>B</div></div><div>Sorcery</div><div><p>As an additional cost to cast this spell, sacrifice an artifact or creature. Destroy target creature or Spacecraft.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                  | <div><div><div>Embrace Oblivion</div><div>B</div></div><div>Sorcery</div><div><p>As an additional cost to cast this spell, sacrifice an artifact or creature. Destroy target creature or Spacecraft.</p><p>[sideboard]</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Gravpack Monoist</div><div>2B</div></div><div>Creature -- Human Scout</div><div><p>Flying</p><p>When this creature dies, create a tapped 2/2 colorless Robot artifact creature token.</p><p>[sideboard]</p><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                   | <div><div><div>Gravpack Monoist</div><div>2B</div></div><div>Creature -- Human Scout</div><div><p>Flying</p><p>When this creature dies, create a tapped 2/2 colorless Robot artifact creature token.</p><p>[sideboard]</p><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                  |

W

Enchant artifact you control  
When this Aura enters, exile target  
creature an opponent controls until  
this Aura leaves the battlefield.  
Enchanted permanent has ward {1}.

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3 G

Trample  
Landfall -- Whenever a land you control enters, this creature gets +1/+0 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4/4

3G

Trample  
Landfall -- Whenever a land you control enters, this creature gets +1/+0 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4/4

U

Flash  
Flying  
{2}, Sacrifice this creature: Draw a card.

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1/1

②③

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.

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1/3

①②

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}

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②③

{T}: Target creature you control gets +1/+1 and gains haste until end of turn. Activate only as a sorcery.

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**2/3**

③ ④ W

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

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**2/2**

|                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                         |
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| <div> <b>Mechan Shieldmate</b> <div> <div>1</div> <div>U</div> </div> </div> <div> Artifact Creature -- Robot Soldier </div> <div> Defender<br/> As long as an artifact entered the battlefield under your control this turn, this creature can attack as though it didn't have defender. </div> <div> <div>[sideboard]</div> </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> | <div> <b>Meltstrider's Gear</b> <div> <div>G</div> </div> </div> <div> Artifact -- Equipment </div> <div> When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+1 and has reach.<br/> Equip {5} ({5}: Attach to target creature you control. Equip only as a sorcery.) </div> <div> <div>[sideboard]</div> </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> | <div> <b>Memorial Team Leader</b> <div> <div>3</div> <div>R</div> </div> </div> <div> Creature -- Kavu Soldier </div> <div> During your turn, other creatures you control get +1/+0.<br/> Warp {1}{R} (You may cast this card from your hand for its warp cost.<br/> Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) </div> <div> <div>[sideboard]</div> </div> <div> <div>4/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> | <div> <b>Monoist Sentry</b> <div> <div>B</div> </div> </div> <div> Artifact Creature -- Robot </div> <div> Defender </div> <div> <div>[sideboard]</div> </div> <div> <div></div> </div> <div> <div>4/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div>                                                                                                          |
| <div> <b>Oreplate Pangolin</b> <div> <div>1</div> <div>R</div> </div> </div> <div> Artifact Creature -- Robot Pangolin </div> <div> Whenever another artifact you control enters, you may pay {1}. If you do, put a +1/+1 counter on this creature. </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div>                                       | <div> <b>Plasma Bolt</b> <div> <div>R</div> </div> </div> <div> Sorcery </div> <div> Plasma Bolt deals 2 damage to any target.<br/> Void -- Plasma Bolt deals 3 damage instead if a nonland permanent left the battlefield this turn or a spell was warped this turn. </div> <div> <div>[sideboard]</div> </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div>                                             | <div> <b>Red Tiger Mechan</b> <div> <div>3</div> <div>R</div> </div> </div> <div> Artifact Creature -- Robot Cat </div> <div> Haste<br/> Warp {1}{R} (You may cast this card from your hand for its warp cost.<br/> Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) </div> <div> <div>[sideboard]</div> </div> <div> <div>3/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div>                                                  | <div> <b>Remnant Elemental</b> <div> <div>1</div> <div>R</div> </div> </div> <div> Creature -- Elemental </div> <div> Reach<br/> Landfall -- Whenever a land you control enters, this creature gets +2/+0 until end of turn. </div> <div> <div>[sideboard]</div> </div> <div> <div></div> </div> <div> <div>0/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> |

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

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② ② W

Return up to three target creature cards with total mana value 3 or less from your graveyard to the battlefield. Put a +1/+1 counter on each of them.

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**B G**

When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)

{3}{B}{G}, Sacrifice this creature: Return target creature or Spacecraft card from your graveyard to the battlefield. Activate only as a sorcery.

2/3

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③ ④

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

3/4

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2 G

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

3/3

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

1/2

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W

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}

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④ ⑤

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 {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.)

3/5

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| <div><div>Starfighter Pilot</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Human Pilot</div><div>Whenever this creature becomes tapped, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div>Starport Security</div><div><div>W</div></div></div> <div><div>Artifact Creature -- Robot Soldier</div><div>{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.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     | <div><div>Station Monitor</div><div><div>W</div><div>U</div></div></div> <div><div>Creature -- Lizard Artificer</div><div>Whenever you cast your second spell each turn, create a 1/1 colorless Drone artifact creature token with flying and "This token can block only creatures with flying."</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Susurian Voidborn</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Vampire Soldier</div><div>Whenever this creature or another creature or artifact you control dies, target opponent loses 1 life and you gain 1 life. Warp {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.)</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Temporal Intervention</div><div><div>2</div><div>B</div></div></div> <div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tractor Beam</div><div><div>2</div><div>U</div><div>U</div></div></div> <div><div>Enchantment -- Aura</div><div>Enchant creature or Spacecraft When this Aura enters, tap enchanted permanent. You control enchanted permanent. Enchanted permanent doesn't untap during its controller's untap step.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Uthros Psionicist</div><div><div>2</div><div>U</div></div></div> <div><div>Creature -- Jellyfish Scientist</div><div>The second spell you cast each turn costs {2} less to cast.</div><div>[sideboard]</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                       | <div><div>Uthros Scanship</div><div><div>3</div><div>U</div></div></div> <div><div>Artifact -- Spacecraft</div><div>When this Spacecraft enters, draw two cards, then discard a card. 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</div><div>[sideboard]</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                  |

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| <div> <div>Virus Beetle</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Artifact Creature -- Insect</div> <div> <div>When this creature enters, each opponent discards a card.</div> <div>[sideboard]</div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>        | <div> <div>Voidforged Titan</div> <div> <div>4</div> <div>B</div> </div> </div> <div> <div>Artifact Creature -- Robot Warrior</div> <div> <div>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.</div> <div>[sideboard]</div> </div> <div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Weftblade Enhancer</div> <div> <div>5</div> <div>W</div> </div> </div> <div> <div>Creature -- Drix Artificer</div> <div> <div>When this creature enters, put a +1/+1 counter on each of up to two target creatures.</div> <div>Warp {2}{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.)</div> <div>[sideboard]</div> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Wurmwall Sweeper</div> <div> <div>2</div> </div> </div> <div> <div>Artifact -- Spacecraft</div> <div> <div>When this Spacecraft enters, surveil 2.</div> <div>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 4+.)</div> <div>4+   Flying</div> <div>[sideboard]</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
| <div> <div>Zealous Display</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>Creatures you control get +2/+0 until end of turn. If it's not your turn, untap those creatures.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |                                                                                                                                                                                                                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |