

Auxiliary Boosters 4W Artifact -- Equipment When this Equipment enters, create a 2/2 colorless Robot artifact creature token and attach this Equipment to it. Equipped creature gets +1/+2 and has flying. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Banishing Light 2W 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	Beamsaw Prospector 1B 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.") [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bioengineered Future 1GG Enchantment When this enchantment 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.") Each creature you control enters with an additional +1/+1 counter on it for each land that entered the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Biosynthic Burst 1G Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Biosynthic Burst 1G Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chrome Companion 2 Artifact Creature -- Dog 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. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cosmogrand Zenith 2W Creature -- Human Soldier Whenever you cast your second spell each turn, choose one -- * Create two 1/1 white Human Soldier creature tokens. * Put a +1/+1 counter on each creature you control. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Degan1 - Limited (Limited RC Super Qualifier)

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;

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sheet 1/11 - 8 cards - 2.5 x 3.5 in each

Cryogen Relic 1 U Artifact When this artifact enters or leaves the battlefield, draw a card. {1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Cut Propulsion 2 R Instant Target creature deals damage to itself equal to its power. If that creature has flying, it deals twice that much damage to itself instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dawnstrike Vanguard 5 W Creature -- Human Knight Lifelink At the beginning of your end step, if you control two or more tapped creatures, put a +1/+1 counter on each creature you control other than this creature. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diplomatic Relations 2 G 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	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 PLAYbotbox.dev

Drill Too Deep 1R Instant Choose one -- * Put five charge counters on target Spacecraft or Planet you control. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dual-Sun Adepts 2W Creature -- Human Soldier Double strike {5}: Creatures you control get +1/+1 until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dual-Sun Adepts 2W Creature -- Human Soldier Double strike {5}: Creatures you control get +1/+1 until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Entropic Battlecruiser 3B Artifact -- Spacecraft 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+.) 1+ Whenever an opponent discards a card, they lose 3 life. 8+ Flying, deathtouch Whenever this Spacecraft attacks, each opponent discards a card. Each opponent who can't loses 3 life. [sideboard] 3/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Germinating Wurm 4G 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.) [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 3/11 - 8 cards - 2.5 x 3.5 in each

3 B

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3G

[sideboard]

4/4

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	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kavaron Turbodrone 2 R Artifact Creature -- Robot Scout {T}: Target creature you control gets +1/+1 and gains haste until end of turn. Activate only as a sorcery. [sideboard] 2/3 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.) [sideboard] 3/2 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.) [sideboard] 3/2 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	Mechanozoa 4 U U Artifact Creature -- Robot Jellyfish When this creature enters, tap target artifact or creature an opponent controls and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) Warp {2}{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] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 5/11 - 8 cards - 2.5 x 3.5 in each

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 PLAYbotbox.dev <td> 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 PLAYbotbox.dev <td> Plains Basic Land -- Plains {T}: Add {W}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Radiant Strike 3W Instant Destroy target artifact or tapped creature. You gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </td> </td> </td>	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 PLAYbotbox.dev <td> Plains Basic Land -- Plains {T}: Add {W}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Radiant Strike 3W Instant Destroy target artifact or tapped creature. You gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </td> </td>	Plains Basic Land -- Plains {T}: Add {W}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Radiant Strike 3W Instant Destroy target artifact or tapped creature. You gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </td>	Radiant Strike 3W Instant Destroy target artifact or tapped creature. You gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Radiant Strike 3W Instant Destroy target artifact or tapped creature. You gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Rayblade Trooper 2W 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 PLAYbotbox.dev <td> Red Tiger Mechan 3R Artifact Creature -- Robot Cat Haste Warp {1}{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] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Red Tiger Mechan 3R Artifact Creature -- Robot Cat Haste Warp {1}{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] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </td> </td> </td>	Rayblade Trooper 2W 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 PLAYbotbox.dev <td> Red Tiger Mechan 3R Artifact Creature -- Robot Cat Haste Warp {1}{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] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Red Tiger Mechan 3R Artifact Creature -- Robot Cat Haste Warp {1}{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] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </td> </td>	Red Tiger Mechan 3R Artifact Creature -- Robot Cat Haste Warp {1}{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] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Red Tiger Mechan 3R Artifact Creature -- Robot Cat Haste Warp {1}{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] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </td>	Red Tiger Mechan 3R Artifact Creature -- Robot Cat Haste Warp {1}{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] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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	Ruinous Rampage 1RR Sorcery Choose one -- * Ruinous Rampage deals 3 damage to each opponent. * Exile all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sami's Curiosity G Sorcery You gain 2 life. 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	Sami's Curiosity G Sorcery You gain 2 life. 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
Sami, Ship's Engineer 2RW Legendary Creature -- Human Artificer At the beginning of your end step, if you control two or more tapped creatures, create a tapped 2/2 colorless Robot artifact creature token. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenger Grounds Land -- Desert {T}: Add {C}. {2}, {T}, Sacrifice a Desert: Exile all graveyards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrounge for Eternity 2B Sorcery As an additional cost to cast this spell, sacrifice an artifact or creature. Return target creature or Spacecraft card with mana value 5 or less from your graveyard to the battlefield. Then 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	Seedship Impact 1G Instant 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.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seedship Impact Instant 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.") [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Selfcraft Mechan 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	Shambling Vent Land This land enters tapped. {T}: Add {W} or {B}. {1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink. It's still a land. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shattered Wings Sorcery 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.) [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Slagdrill Scrapper 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 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	Sunstar Chaplain Creature -- Human Cleric At the beginning of your end step, if you control two or more tapped creatures, put a +1/+1 counter on target creature you control. {2}, Remove a +1/+1 counter from a creature you control: Tap target artifact or creature. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swarm Culler Creature -- Insect Warrior Flying Whenever this creature becomes tapped, you may sacrifice another creature or artifact. If you do, draw a card. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3 B

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 PLAY botbox.dev

2 W B B

Deathtouch, lifelink
Whenever Syr Vondam enters or attacks, other creatures you control get +1/+0 and gain deathtouch until end of turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Gain control of target artifact or creature until end of turn. Untap that permanent. It gains haste until end of turn. If it's a Spacecraft, put ten charge counters on it. If you do, remove ten charge counters from it at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ R R

Reach
Landfall -- Whenever a land you control enters, exile cards from the top of your library until you exile a nonland card. You may cast that card this turn.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}{C}{C}.

Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery.)

20+ | {T}: Add X mana of any one color, where X is the number of charge counters on The Eternity Elevator.

100

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

Haste
You may cast this card from your graveyard using its warp ability. Warp--{B}, Pay 2 life. (You may cast this card from your hand or graveyard for its warp cost. If you do, 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 PLAY botbox.dev

2 U U

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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The second spell you cast each turn costs {2} less to cast.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 10/11 - 8 cards - 2.5 x 3.5 in each

Uthros Scanship 3 U Artifact -- Spacecraft 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 [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virulent Silencer 3 Artifact Creature -- Robot Assassin Whenever a nontoken artifact creature you control deals combat damage to a player, that player gets two poison counters. (A player with ten or more poison counters loses the game.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Voidforged Titan 4 B 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. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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