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| <div> <div>All-Fates Stalker</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Drix Assassin</div> <div> <p>When this creature enters, exile up to one target non-Assassin creature until this creature leaves the battlefield.</p> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Atmospheric Greenhouse</div> <div> <div>4</div> <div>G</div> </div> </div> <div> <div>Artifact -- Spacecraft</div> <div> <p>When this Spacecraft enters, put a +1/+1 counter on each creature you control.</p> <p>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+.)</p> <p>8+   Flying, trample</p> <p>[sideboard]</p> </div> <div> <div>5/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Banishing Light</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                     | <div> <div>Banishing Light</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Beamsaw Prospector</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Human Artificer</div> <div> <p>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.")</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                     | <div> <div>Chrome Companion</div> <div> <div>2</div> </div> </div> <div> <div>Artifact Creature -- Dog</div> <div> <p>Whenever this creature becomes tapped, you gain 1 life.</p> <p>{2}, {T}: Put target card from a graveyard on the bottom of its owner's library.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                       | <div> <div>Cryogen Relic</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Artifact</div> <div> <p>When this artifact enters or leaves the battlefield, draw a card.</p> <p>{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.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Cryoshatter</div> <div> <div>U</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature</p> <p>Enchanted creature gets -5/-0.</p> <p>When enchanted creature becomes tapped or is dealt damage, destroy it.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>      |

U

Enchant creature  
Enchanted creature gets -5/-0.  
When enchanted creature becomes  
tapped or is dealt damage, destroy  
it.

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**B**

Prevent all combat damage that would be dealt this turn.

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③

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.")

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑤

**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.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5

**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.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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

②

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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

|                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
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| <div> <b>Drill Too Deep</b> <span>1R</span> </div> <div> Instant </div> <div> Choose one --<br/> * Put five charge counters on target<br/> Spacecraft or Planet you control.<br/> * Destroy target artifact. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                              | <div> <b>Drill Too Deep</b> <span>1R</span> </div> <div> Instant </div> <div> Choose one --<br/> * Put five charge counters on target<br/> Spacecraft or Planet you control.<br/> * Destroy target artifact. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                         | <div> <b>Dyadrine, Synthesis Amalgam</b> <span>XGW</span> </div> <div> Legendary Artifact Creature -- Construct </div> <div> Trample<br/> Dyadrine enters with a number of<br/> +1/+1 counters on it equal to the<br/> amount of mana spent to cast it.<br/> Whenever you attack, you may remove<br/> a +1/+1 counter from each of two<br/> creatures you control. If you do,<br/> draw a card and create a 2/2<br/> colorless Robot artifact creature<br/> token. </div> <div> [sideboard] </div> <div> 0/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Elegy Acolyte</b> <span>2BB</span> </div> <div> Creature -- Human Cleric </div> <div> Lifelink<br/> Whenever one or more creatures you<br/> control deal combat damage to a<br/> player, you draw a card and lose 1<br/> life.<br/> Void -- At the beginning of your end<br/> step, if a nonland permanent left<br/> the battlefield this turn or a spell<br/> was warped this turn, create a 2/2<br/> colorless Robot artifact creature<br/> token. </div> <div> [sideboard] </div> <div> 4/4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Evendo, Waking Haven</b> </div> <div> Land -- Planet </div> <div> This land enters tapped.<br/> {T}: Add {G}.<br/> Station (Tap another creature you<br/> control: Put charge counters equal<br/> to its power on this Planet. Station<br/> only as a sorcery.)<br/> 12+   {G}, {T}: Add {G} for each<br/> creature you control. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Flight-Deck Coordinator</b> <span>2W</span> </div> <div> Creature -- Human Soldier </div> <div> At the beginning of your end step,<br/> if you control two or more tapped<br/> creatures, you gain 2 life. </div> <div> [sideboard] </div> <div> 3/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Forest</b> </div> <div> Basic Land -- Forest </div> <div> ({T}: Add {G}.) </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                  | <div> <b>Frontline War-Rager</b> <span>2R</span> </div> <div> Creature -- Kavu Soldier </div> <div> At the beginning of your end step,<br/> if you control two or more tapped<br/> creatures, put a +1/+1 counter on<br/> this creature. </div> <div> [sideboard] </div> <div> 2/3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                      |

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| <b>Frontline War-Rager</b> (2)(R)<br>Creature -- Kavu Soldier<br>At the beginning of your end step, if you control two or more tapped creatures, put a +1/+1 counter on this creature.<br>[sideboard]<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                        | <b>Galvanizing Sawship</b> (5)(R)<br>Artifact -- Spacecraft<br>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 3+.)<br>3+   Flying, haste<br>[sideboard]<br><div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Germinating Wurm</b> (4)(G)<br>Creature -- Plant Wurm<br>When this creature enters, you gain 2 life.<br>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.)<br>[sideboard]<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Germinating Wurm</b> (4)(G)<br>Creature -- Plant Wurm<br>When this creature enters, you gain 2 life.<br>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.)<br>[sideboard]<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Germinating Wurm</b> (4)(G)<br>Creature -- Plant Wurm<br>When this creature enters, you gain 2 life.<br>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.)<br>[sideboard]<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Gigastorm Titan</b> (4)(U)<br>Creature -- Elemental<br>This spell costs {3} less to cast if you've cast another spell this turn.<br>[sideboard]<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                     | <b>Gravblade Heavy</b> (3)(B)<br>Creature -- Human Soldier<br>As long as you control an artifact, this creature gets +1/+0 and has deathtouch.<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                | <b>Gravblade Heavy</b> (3)(B)<br>Creature -- Human Soldier<br>As long as you control an artifact, this creature gets +1/+0 and has deathtouch.<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                |

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| <div> <div>Gravpack Monoist</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Human Scout</div> <div> <div>Flying</div> <div>When this creature dies, create a tapped 2/2 colorless Robot artifact creature token.</div> <div>[sideboard]</div> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Gravpack Monoist</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Human Scout</div> <div> <div>Flying</div> <div>When this creature dies, create a tapped 2/2 colorless Robot artifact creature token.</div> <div>[sideboard]</div> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Harmonious Grovestrider</div> <div> <div>3</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Beast</div> <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}.)</div> <div>Harmonious Grovestrider's power and toughness are each equal to the number of lands you control.</div> <div>[sideboard]</div> </div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>         | <div> <div>Hissing Quagmire</div> </div> <div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>{T}: Add {B} or {G}.</div> <div>{1}{B}{G}: Until end of turn, this land becomes a 2/2 black and green Elemental creature with deathtouch. It's still a land.</div> <div>[sideboard]</div> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                        |
| <div> <div>Hullcarver</div> <div> <div>B</div> </div> </div> <div> <div>Artifact Creature -- Robot Assassin</div> <div> <div>Deathtouch</div> <div>[sideboard]</div> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                     | <div> <div>Icecave Crasher</div> <div> <div>3</div> <div>G</div> </div> </div> <div> <div>Creature -- Beast</div> <div> <div>Trample</div> <div>Landfall -- Whenever a land you control enters, this creature gets +1/+0 until end of turn.</div> <div>[sideboard]</div> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Illvoi Light Jammer</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Artifact -- Equipment</div> <div> <div>Flash</div> <div>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.)</div> <div>Equipped creature gets +1/+2.</div> <div>Equip {3}</div> <div>[sideboard]</div> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Illvoi Light Jammer</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Artifact -- Equipment</div> <div> <div>Flash</div> <div>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.)</div> <div>Equipped creature gets +1/+2.</div> <div>Equip {3}</div> <div>[sideboard]</div> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div> <div>Illvoi Operative</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Jellyfish Rogue</div> <div> Whenever you cast your second spell each turn, put a +1/+1 counter on this creature. </div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Island</div> </div> <div> <div>Basic Land -- Island</div> <div> ({T}: Add {U}.) </div> <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                             | <div> <div>Kavaron Skywarden</div> <div> <div>4</div> <div>R</div> </div> </div> <div> <div>Creature -- Kavu Soldier</div> <div> 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. </div> <div>[sideboard]</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                         | <div> <div>Larval Scoutlander</div> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Artifact -- Spacecraft</div> <div> 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 </div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Meltstrider Eulogist</div> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Creature -- Insect Soldier</div> <div> Whenever a creature you control with a +1/+1 counter on it dies, draw a card. </div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>     | <div> <div>Meltstrider Eulogist</div> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Creature -- Insect Soldier</div> <div> Whenever a creature you control with a +1/+1 counter on it dies, draw a card. </div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Mightform Harmonizer</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Insect Druid</div> <div> Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn. Warp {2}{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.) </div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Molecular Modifier</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Kavu Artificer</div> <div> At the beginning of combat on your turn, target creature you control gets +1/+0 and gains first strike until end of turn. </div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                      |

4 B B

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

botbox.dev

Basic Land -- Mountain

[sideboard]

botbox.dev

Basic Land -- Mountain

[sideboard]

botbox.dev

## Basic Land -- Mountain

[sideboard]

bot box . de

⑥ ⑦

Flying  
Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)  
When this creature enters, creatures your opponents control get -3/-0 until your next turn.

**6/6**

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② ③

Whenever this creature becomes tapped, untap another target permanent. This ability triggers only once each turn.

3/2

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②③

Enchant player  
At the beginning of enchanted  
player's first upkeep each turn,  
that player gets an additional  
upkeep step after this step.

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④ ⑤

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

botbox.de

3 G G

Return up to two target nonland permanent cards from your graveyard to your hand, then return up to two target land cards from your graveyard to the battlefield tapped.

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3 U U

Flying  
When this creature enters, draw a card.  
As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.  
Warp {1}{U}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox-dev

4/6

③ ④

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      bothbox.dev

3/3

①②

Reach  
Landfall -- Whenever a land you control enters, this creature gets +2/+0 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

0/4

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

3/4

**G**

```
You gain 2 life. Create a Lander token. (It's an artifact with "{2}, {1}", Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothyx.dev

③ ④

Choose one or both --

- \* Search your library for an artifact card, reveal it, put it into your hand, then shuffle.
- \* Return target artifact card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

②⑥

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 bothox.dev

2 G

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.)

2/3

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

®

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(5) (U)

When this Spacecraft enters, return up to two target non-Spacecraft creatures to their owners' hands. 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 9+.)

Whenever this Spacecraft attacks,  
defending player mills four cards.

4/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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}

W

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}

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④⑤

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.)

④⑤

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 {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.)

3/5

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| <div> <div>Starbreach Whale</div> <div> <div>4</div> <div>U</div> </div> </div> <div> <div>Creature -- Whale</div> <div> <div>Flying</div> <div>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.)</div> <div>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.)</div> </div> <div>[sideboard]</div> <div> <div>3/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Sunstar Expansionist</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Knight</div> <div> <div>When this creature enters, if an opponent controls more lands than 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.")</div> <div>Landfall -- Whenever a land you control enters, this creature gets +1/+0 until end of turn.</div> </div> <div>[sideboard]</div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Swamp</div> </div> <div> <div>Basic Land -- Swamp</div> <div> <div>{T}: Add {B}.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                              | <div> <div>Swarm Culler</div> <div> <div>3</div> <div>B</div> </div> </div> <div> <div>Creature -- Insect Warrior</div> <div> <div>Flying</div> <div>Whenever this creature becomes tapped, you may sacrifice another creature or artifact. If you do, draw a card.</div> </div> <div>[sideboard]</div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
| <div> <div>Temporal Intervention</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <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.</div> <div>Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</div> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                       | <div> <div>Terrapact Intimidator</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Kavu Scout</div> <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> <div>[sideboard]</div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                 | <div> <div>The Dominion Bracelet</div> <div> <div>2</div> </div> </div> <div> <div>Legendary Artifact -- Equipment</div> <div> <div>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.)</div> <div>Equip {1}</div> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Uthros Psionicist</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Jellyfish Scientist</div> <div> <div>The second spell you cast each turn costs {2} less to cast.</div> </div> <div>[sideboard]</div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                            |

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| <div> <div> <b>Wedgelight Rammer</b> <div> <div>3</div> <div>W</div> </div> </div> <div> Artifact -- Spacecraft </div> <div> <p>When this Spacecraft enters, create a 2/2 colorless Robot artifact creature token.</p> <p>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 9+.)</p> <p>9+   Flying, first strike</p> <p>[sideboard]</p> </div> <div> <div>3/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> <b>Weftstalker Ardent</b> <div> <div>2</div> <div>R</div> </div> </div> <div> Creature -- Drix Artificer </div> <div> <p>Whenever another creature or artifact you control enters, this creature deals 1 damage to each opponent.</p> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> <b>Zero Point Ballad</b> <div> <div>X</div> <div>B</div> </div> </div> <div> Sorcery </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> <b>Zookeeper Mechan</b> <div> <div>1</div> <div>R</div> </div> </div> <div> Artifact Creature -- Robot </div> <div> <p>{T}: Add {R}.</p> <p>{6}{R}: Target creature you control gets +4/+0 until end of turn. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |
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