

U

Counter target artifact or
enchantment spell.

[sidebar]

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U

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

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[sidebar]
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④ ⑤

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.)

[sidebar]

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① ②

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

[sideboard]

2/2

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① ②

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.

Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

[sidebar]

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②⑤

When this creature enters, look at the top two cards of your library. Put one into your hand and the other into your graveyard.

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.)

[sidebar]

2/1

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U

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

[sidebar]

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①②

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."

[sideboard]

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2 G

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.

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① ②

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

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2/3

Forest

$$(\{T\}: \text{Add } \{G\}.)$$

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6 G

This spell costs {X} less to cast, where X is the number of differently named lands you control.

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5/5

2 G

When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")

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3/3

2 G

When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")

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3/3

G U

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

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1/3

G

{T}, Tap an untapped permanent you control: Add one mana of any color.

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1/2

Germinating Wurm (4)(G) Creature -- Plant Wurm When this creature enters, you gain 2 life. Warp {1}{G} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harmonious Grovestrider (3)(G)(G) Creature -- Beast Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) Harmonious Grovestrider's power and toughness are each equal to the number of lands you control. [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Icecave Crasher (3)(G) Creature -- Beast Trample Landfall -- Whenever a land you control enters, this creature gets +1/+0 until end of turn. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Illvoi Galeblade (U) Creature -- Jellyfish Warrior Flash Flying {2}, Sacrifice this creature: Draw a card. [sideboard] 1/1 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] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Illvoi Operative (1)(U) Creature -- Jellyfish Rogue Whenever you cast your second spell each turn, put a +1/+1 counter on this creature. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intrepid Tenderfoot (1)(G) Creature -- Insect Citizen {3}: Put a +1/+1 counter on this creature. Activate only as a sorcery. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kav Landseeker (3)(R) Creature -- Kavv Soldier Menace (This creature can't be blocked except by two or more creatures.) When this creature enters, create a Lander token. At the beginning of the end step on your next turn, sacrifice that token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lost in Space 3U 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] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mechanozoa 4UU 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 PLAYbotbox.dev	Meltstrider's Resolve 6 Enchantment -- Aura Enchant creature you control When this Aura enters, enchanted creature fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.) Enchanted creature gets +0/+2 and can't be blocked by more than one creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mm'menon, Uthros Exile 1UR Legendary Creature -- Jellyfish Advisor Flying Whenever an artifact you control enters, put a +1/+1 counter on target creature. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Nebula Dragon 6R Creature -- Dragon Flying When this creature enters, it deals 3 damage to any target. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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	Shattered Wings 2G 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shattered Wings 2 6 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skystinger 2 6 Creature -- Insect Warrior Reach Whenever this creature blocks a creature with flying, this creature gets +5/+0 until end of turn. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skystinger 2 6 Creature -- Insect Warrior Reach Whenever this creature blocks a creature with flying, this creature gets +5/+0 until end of turn. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stomping Ground Land -- Mountain Forest ([T]: Add [R] or [G].) As this land enters, you may pay 2 life. If you don't, it enters tapped. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swamp Basic Land -- Swamp ([T]: Add [B].) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thaumaton Torpedo 1 Artifact {6}, [T], Sacrifice this artifact: Destroy target nonland permanent. This ability costs {3} less to activate if you attacked with a Spacecraft this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vaultguard Trooper 4 R Creature -- Kavv Soldier At the beginning of your end step, if you control two or more tapped creatures, you may discard your hand. If you do, draw two cards. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vaultguard Trooper 4 R Creature -- Kavv Soldier At the beginning of your end step, if you control two or more tapped creatures, you may discard your hand. If you do, draw two cards. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zealous Display

(2)(W)

Instant

Creatures you control get +2/+0 until end of turn. If it's not your turn, untap those creatures.

[sideboard]

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Zookeeper Mechan

(1)(R)

Artifact Creature -- Robot

{T}: Add {R}.
{6}{R}: Target creature you control gets +4/+0 until end of turn.
Activate only as a sorcery.

[sideboard]

1/3

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