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| <b>Atmospheric Greenhouse</b> (4)(G)<br>Artifact -- Spacecraft<br><hr/> When this Spacecraft enters, put a +1/+1 counter on each creature you control.<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 8+.)<br>8+   Flying, trample<br><br>[sideboard]<br><br><div>5/4</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Beyond the Quiet</b> (3)(W)(W)<br>Sorcery<br><hr/> Exile all creatures and Spacecraft.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                   | <b>Biosynthetic Burst</b> (1)(G)<br>Instant<br><hr/> 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.)<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                      | <b>Bombard</b> (2)(R)<br>Instant<br><hr/> Bombard deals 4 damage to target creature.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                            |
| <b>Command Bridge</b><br>Land<br><hr/> This land enters tapped.<br>When this land enters, sacrifice it unless you tap an untapped permanent you control.<br>{T}: Add one mana of any color.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                            | <b>Cut Propulsion</b> (2)(R)<br>Instant<br><hr/> Target creature deals damage to itself equal to its power. If that creature has flying, it deals twice that much damage to itself instead.<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Dauntless Scrapbot</b> (3)<br>Artifact Creature -- Robot<br><hr/> 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.")<br><br>[sideboard]<br><br><div>3/1</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Dawnstrike Vanguard</b> (5)(W)<br>Creature -- Human Knight<br><hr/> Lifelink<br>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.<br><br>[sideboard]<br><br><div>4/5</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <b>Decode Transmissions</b> <span>(2)(B)</span> </div> <div>Sorcery</div> <div> <p>You draw two cards and lose 2 life. Void -- If a nonland permanent left the battlefield this turn or a spell was warped this turn, instead you draw two cards and each opponent loses 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Decode Transmissions</b> <span>(2)(B)</span> </div> <div>Sorcery</div> <div> <p>You draw two cards and lose 2 life. Void -- If a nonland permanent left the battlefield this turn or a spell was warped this turn, instead you draw two cards and each opponent loses 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Depressurize</b> <span>(1)(B)</span> </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> <b>Divert Disaster</b> <span>(1)(U)</span> </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> <b>Dockworker Drone</b> <span>(1)(W)</span> </div> <div>Artifact Creature -- Robot</div> <div> <p>This creature enters with a +1/+1 counter on it. When this creature dies, put its counters on target creature you control.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                      | <div> <b>Drill Too Deep</b> <span>(1)(R)</span> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Put five charge counters on target Spacecraft or Planet you control.</li> <li>* Destroy target artifact.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                          | <div> <b>Eldrazi Temple</b> </div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Embrace Oblivion</b> <span>(B)</span> </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>                                                                                                                                  |

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| <div> <b>Embrace Oblivion</b> <span>(B)</span> </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, sacrifice an artifact or creature.</p> <p>Destroy target creature or Spacecraft.</p> <p>[sideboard]</p> </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>   | <div> <b>Eusocial Engineering</b> <span>(3)(G)(G)</span> </div> <div>Enchantment</div> <div> <p>Landfall -- Whenever a land you control enters, create a 2/2 colorless Robot artifact creature token.</p> <p>Warp {1}{G} (You may cast this card from your hand for its warp cost.</p> <p>Exile this enchantment 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>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Famished Worldsire</b> <span>(5)(G)(G)(G)</span> </div> <div>Creature -- Leviathan</div> <div> <p>Ward {3}</p> <p>Devour land 3 (As this creature enters, you may sacrifice any number of lands. It enters with three times that many +1/+1 counters on it.)</p> <p>When this creature enters, look at the top X cards of your library, where X is this creature's power. Put any number of land cards from among them onto the battlefield tapped, then shuffle.</p> <p>[sideboard]</p> </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Fell Gravship</b> <span>(2)(B)</span> </div> <div>Artifact -- Spacecraft</div> <div> <p>When this Spacecraft enters, mill three cards, then return a creature or Spacecraft card from your graveyard to your hand.</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, lifelink</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Flight-Deck Coordinator</b> <span>(2)(W)</span> </div> <div>Creature -- Human Soldier</div> <div> <p>At the beginning of your end step, if you control two or more tapped creatures, you gain 2 life.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Focus Fire</b> <span>(W)</span> </div> <div>Instant</div> <div> <p>Focus Fire deals X damage to target attacking or blocking creature, where X is 2 plus the number of creatures and/or Spacecraft you control.</p> <p>[sideboard]</p> </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                  | <div> <b>Forest</b> </div> <div>Basic Land -- Forest</div> <div> <p>{T}: Add {G}.)</p> <p>[sideboard]</p> </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                         | <div> <b>Gene Pollinator</b> <span>(G)</span> </div> <div>Artifact Creature -- Robot Insect</div> <div> <p>{T}, Tap an untapped permanent you control: Add one mana of any color.</p> <p>[sideboard]</p> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                  |

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| <p><b>Gene Pollinator</b> (G)</p> <p>Artifact Creature -- Robot Insect</p> <p>{T}, Tap an untapped permanent you control: Add one mana of any color.</p> <p>[sideboard]</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                        | <p><b>Gigastorm Titan</b> (4)(U)</p> <p>Creature -- Elemental</p> <p>This spell costs {3} less to cast if you've cast another spell this turn.</p> <p>[sideboard]</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                               | <p><b>Glacier Godmaw</b> (5)(G)(G)</p> <p>Creature -- Leviathan</p> <p>Trample</p> <p>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.")</p> <p>Landfall -- Whenever a land you control enters, creatures you control get +1/+1 and gain vigilance and haste until end of turn.</p> <p>[sideboard]</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Gravkill</b> (3)(B)</p> <p>Instant</p> <p>Exile target creature or Spacecraft.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Gravpack Monoist</b> (2)(B)</p> <p>Creature -- Human Scout</p> <p>Flying</p> <p>When this creature dies, create a tapped 2/2 colorless Robot artifact creature token.</p> <p>[sideboard]</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Harmonious Grovestrider</b> (3)(G)(G)</p> <p>Creature -- Beast</p> <p>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)</p> <p>Harmonious Grovestrider's power and toughness are each equal to the number of lands you control.</p> <p>[sideboard]</p> <p>*/*</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Insatiable Skittermaw</b> (2)(B)</p> <p>Creature -- Insect Horror</p> <p>Menace (This creature can't be blocked except by two or more creatures.)</p> <p>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.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                | <p><b>Island</b></p> <p>Basic Land -- Island</p> <p>({T}: Add {U}.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                  |

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| <div> <div>Kavaron Harrier</div> <div> <div> <div></div> <div>R</div> </div> </div> </div> <div> <div>Artifact Creature -- Robot Soldier</div> <div> Whenever this creature attacks, you may pay {2}. If you do, create a 2/2 colorless Robot artifact creature token that's tapped and attacking. Sacrifice that token at end of combat. </div> <div> <div>[sideboard]</div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Kavaron, Memorial World</div> <div> <div></div> <div></div> </div> </div> <div> <div>Land -- Planet</div> <div> This land enters tapped. {T}: Add {R}. Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.) 12+   {1}{R}, {T}, Sacrifice a land: Create a 2/2 colorless Robot artifact creature token, then creatures you control get +1/+0 and gain haste until end of turn. </div> <div> <div>[sideboard]</div> <div></div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Kavaron Turbodrone</div> <div> <div> <div></div> <div>2</div> <div>R</div> </div> </div> </div> <div> <div>Artifact Creature -- Robot Scout</div> <div> {T}: Target creature you control gets +1/+1 and gains haste until end of turn. Activate only as a sorcery. </div> <div> <div>[sideboard]</div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                               | <div> <div>Kav Landseeker</div> <div> <div> <div></div> <div>3</div> <div>R</div> </div> </div> </div> <div> <div>Creature -- Kavv Soldier</div> <div> 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.") </div> <div> <div>[sideboard]</div> <div>4/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Lightless Evangel</div> <div> <div> <div>1</div> <div>B</div> </div> </div> </div> <div> <div>Creature -- Vampire Cleric</div> <div> Whenever you sacrifice another creature or artifact, put a +1/+1 counter on this creature. </div> <div> <div>[sideboard]</div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                | <div> <div>Lost in Space</div> <div> <div> <div></div> <div>3</div> <div>U</div> </div> </div> </div> <div> <div>Instant</div> <div> 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.) </div> <div> <div>[sideboard]</div> <div></div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                    | <div> <div>Lost in Space</div> <div> <div> <div></div> <div>3</div> <div>U</div> </div> </div> </div> <div> <div>Instant</div> <div> 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.) </div> <div> <div>[sideboard]</div> <div></div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Mechan Navigator</div> <div> <div> <div></div> <div>1</div> <div>U</div> </div> </div> </div> <div> <div>Artifact Creature -- Robot Pilot</div> <div> Whenever this creature becomes tapped, draw a card, then discard a card. </div> <div> <div>[sideboard]</div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                          |

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| <div> <div>Mental Modulation</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>This spell costs {1} less to cast during your turn.<br/>Tap target artifact or creature.<br/>Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                         | <div> <div>Mightform Harmonizer</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Insect Druid</div> <div> <p>Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn.<br/>Warp {2}{G} (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.)</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Mountain</div> </div> <div>Basic Land -- Mountain</div> <div> <p>{T}: Add {R}.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                | <div> <div>Nutrient Block</div> <div> <div>1</div> </div> </div> <div>Artifact -- Food</div> <div> <p>Indestructible (Effects that say "destroy" don't destroy this artifact.)<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.<br/>When this artifact is put into a graveyard from the battlefield, draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Orbital Plunge</div> <div> <div>3</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>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.")</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Plains</div> </div> <div>Basic Land -- Plains</div> <div> <p>{T}: Add {W}.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                  | <div> <div>Plasma Bolt</div> <div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Radiant Strike</div> <div> <div>3</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Destroy target artifact or tapped creature. You gain 3 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                   |

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| <div> <div>Reroute Systems</div> <div>W</div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Target artifact or creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</li> <li>* Reroute Systems deals 2 damage to target tapped creature.</li> </ul> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Ruinous Rampage</div> <div>1RR</div> </div> <div>Sorcery</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Ruinous Rampage deals 3 damage to each opponent.</li> <li>* Exile all artifacts with mana value 3 or less.</li> </ul> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>            | <div> <div>Sami's Curiosity</div> <div>G</div> </div> <div>Sorcery</div> <div> <p>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.")</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sami's Curiosity</div> <div>G</div> </div> <div>Sorcery</div> <div> <p>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.")</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                     |
| <div> <div>Selfcraft Mechan</div> <div>3U</div> </div> <div>Artifact Creature -- Robot Artificer</div> <div> <p>When this creature enters, you may sacrifice an artifact. When you do, put a +1/+1 counter on target creature and draw a card.</p> </div> <div>[sideboard]</div> <div> <div>3/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                            | <div> <div>Selfcraft Mechan</div> <div>3U</div> </div> <div>Artifact Creature -- Robot Artificer</div> <div> <p>When this creature enters, you may sacrifice an artifact. When you do, put a +1/+1 counter on target creature and draw a card.</p> </div> <div>[sideboard]</div> <div> <div>3/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Shattered Wings</div> <div>2G</div> </div> <div>Sorcery</div> <div> <p>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.)</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                          | <div> <div>Sinister Cryologist</div> <div>2U</div> </div> <div>Creature -- Jellyfish Wizard</div> <div> <p>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.)</p> </div> <div>[sideboard]</div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <b>Sinister Cryologist</b> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Jellyfish Wizard</div> <div> <p>When this creature enters, target creature an opponent controls gets -3/-0 until end of turn.</p> <p>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.)</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> <b>Skystinger</b> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Creature -- Insect Warrior</div> <div> <p>Reach</p> <p>Whenever this creature blocks a creature with flying, this creature gets +5/+0 until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <b>Starbreach Whale</b> <div> <div>4</div> <div>U</div> </div> </div> <div> <div>Creature -- Whale</div> <div> <p>Flying</p> <p>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.)</p> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>3/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <b>Starport Security</b> <div> <div>W</div> </div> </div> <div> <div>Artifact Creature -- Robot Soldier</div> <div> <p>{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.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                        |
| <div> <b>Swamp</b> </div> <div> <div>Basic Land -- Swamp</div> <div> <p>{T}: Add {B}.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                 | <div> <b>Swamp</b> </div> <div> <div>Basic Land -- Swamp</div> <div> <p>{T}: Add {B}.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                | <div> <b>Systems Override</b> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                   | <div> <b>Tapestry Warden</b> <div> <div>3</div> <div>G</div> </div> </div> <div> <div>Artifact Creature -- Robot Soldier</div> <div> <p>Vigilance</p> <p>Each creature you control with toughness greater than its power assigns combat damage equal to its toughness rather than its power. Each creature you control with toughness greater than its power stations permanents using its toughness rather than its power.</p> <p>[sideboard]</p> </div> <div> <div>3/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div> <b>Tapestry Warden</b> <span>③⑥</span> </div> <div> Artifact Creature -- Robot Soldier </div> <div> <p>Vigilance</p> <p>Each creature you control with toughness greater than its power assigns combat damage equal to its toughness rather than its power.</p> <p>Each creature you control with toughness greater than its power stations permanents using its toughness rather than its power.</p> <p>[sideboard]</p> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Temporal Intervention</b> <span>②⑧</span> </div> <div> Sorcery </div> <div> <p>Void -- This spell costs {2} less to cast if a nonland permanent left the battlefield this turn or a spell was warped this turn.</p> <p>Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Terrapact Intimidator</b> <span>①⑨</span> </div> <div> Creature -- Kavu Scout </div> <div> <p>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.")</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Territorial Bruntar</b> <span>④⑨⑨</span> </div> <div> Creature -- Beast </div> <div> <p>Reach</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                 |
| <div> <b>Thaumaton Torpedo</b> <span>①</span> </div> <div> Artifact </div> <div> <p>{6}, {T}, Sacrifice this artifact: Destroy target nonland permanent. This ability costs {3} less to activate if you attacked with a Spacecraft this turn.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                              | <div> <b>Thawbringer</b> <span>②⑥</span> </div> <div> Creature -- Insect Scout </div> <div> <p>When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>[sideboard]</p> </div> <div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                            | <div> <b>The Eternity Elevator</b> <span>⑤</span> </div> <div> Legendary Artifact -- Spacecraft </div> <div> <p>{T}: Add {C}{C}{C}.</p> <p>Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery.)</p> <p>20+   {T}: Add X mana of any one color, where X is the number of charge counters on The Eternity Elevator.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                           | <div> <b>Timeline Culler</b> <span>⑧⑧</span> </div> <div> Creature -- Drix Warlock </div> <div> <p>Haste</p> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <b>Timeline Culler</b> (B)(B)<br>Creature -- Drix Warlock<br>Haste<br>You may cast this card from your graveyard using its warp ability.<br>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.)<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Tragic Trajectory</b> (B)<br>Sorcery<br>Target creature gets -2/-2 until end of turn.<br>Void -- That creature gets -10/-10 until end of turn instead if a nonland permanent left the battlefield this turn or a spell was warped this turn.<br>[sideboard]<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                        | <b>Uthros Scanship</b> (3)(U)<br>Artifact -- Spacecraft<br>When this Spacecraft enters, draw two cards, then discard a card.<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 8+.)<br>8+   Flying<br>[sideboard]<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                  | <b>Virus Beetle</b> (1)(B)<br>Artifact Creature -- Insect<br>When this creature enters, each opponent discards a card.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                        |
| <b>Virus Beetle</b> (1)(B)<br>Artifact Creature -- Insect<br>When this creature enters, each opponent discards a card.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                            | <b>Warmaker Gunship</b> (2)(R)<br>Artifact -- Spacecraft<br>When this Spacecraft enters, it deals damage equal to the number of artifacts you control to target creature an opponent controls.<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 6+.)<br>6+   Flying<br>[sideboard]<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Wedgelight Rammer</b> (3)(W)<br>Artifact -- Spacecraft<br>When this Spacecraft enters, create a 2/2 colorless Robot artifact creature token.<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 9+.)<br>9+   Flying, first strike<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Weftblade Enhancer</b> (5)(W)<br>Creature -- Drix Artificer<br>When this creature enters, put a +1/+1 counter on each of up to two target creatures.<br>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.)<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - Ale\_Mtg - 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;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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

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| <div> <div> <b>Weftblade Enhancer</b> <div> <div>5</div> <div>W</div> </div> </div> <div> <div>Creature -- Drix Artificer</div> <div> <p>When this creature enters, put a +1/+1 counter on each of up to two target creatures.</p> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>3/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Weftwalking</b> <div> <div>4</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, if you cast it, shuffle your hand and graveyard into your library, then draw seven cards.</p> <p>The first spell each player casts during each of their turns may be cast without paying its mana cost.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Zealous Display</b> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>Creatures you control get +2/+0 until end of turn. If it's not your turn, untap those creatures.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Zealous Display</b> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>Creatures you control get +2/+0 until end of turn. If it's not your turn, untap those creatures.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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