

All-Fates Scroll 3 Artifact {T}: Add one mana of any color. {7}, {T}, Sacrifice this artifact: Draw X cards, where X is the number of differently named lands you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	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
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	Brightspears Zealot 2W Creature -- Human Soldier Vigilance This creature gets +2/+0 as long as you've cast two or more spells this turn. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cloudsculpt Technician 2U Creature -- Jellyfish Artificer Flying As long as you control an artifact, this creature gets +1/+0. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cloudsculpt Technician 2U Creature -- Jellyfish Artificer Flying As long as you control an artifact, this creature gets +1/+0. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Command Bridge Land This land enters tapped. When this land enters, sacrifice it unless you tap an untapped permanent you control. {T}: Add one mana of any color. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consult the Star Charts 1U Instant Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.) Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cosmogoyf BG Creature -- Elemental Lhurgoyf Cosmogoyf's power is equal to the number of cards you own in exile and its toughness is equal to that number plus 1. [sideboard] */1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cut Propulsion 2R 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
Dauntless Scrapbot 3 Artifact Creature -- Robot 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.) [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Decode Transmissions 2B Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Desculpting Blast 1U Instant 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Divert Disaster 1U Instant 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.) [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 PLAY botbox.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 PLAY botbox.dev	Drill Too Deep 1 R 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 2 W 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
Embrace Oblivion B Sorcery As an additional cost to cast this spell, sacrifice an artifact or creature. Destroy target creature or Spacecraft. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Embrace Oblivion B Sorcery As an additional cost to cast this spell, sacrifice an artifact or creature. Destroy target creature or Spacecraft. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Embrace Oblivion B Sorcery As an additional cost to cast this spell, sacrifice an artifact or creature. Destroy target creature or Spacecraft. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eusocial Engineering 3 G G Enchantment Landfall -- Whenever a land you control enters, create a 2/2 colorless Robot artifact creature token. Warp {1}{G} (You may cast this card from your hand for its warp cost. Exile this enchantment at the beginning of the next end step, then you may cast it from exile on a later turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evendo, Waking Haven Land -- Planet This land enters tapped. {T}: Add {G}. Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.) 12+ {G}, {T}: Add {G} for each creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exosuit Savior 2 W Creature -- Human Soldier Flying When this creature enters, return up to one other target permanent you control to its owner's hand. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Extinguisher Battleship 8 Artifact -- Spacecraft When this Spacecraft enters, destroy target noncreature permanent. Then this Spacecraft deals 4 damage to each 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 5+.) 5+ Flying, trample [sideboard] 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fell Gravship 2 B Artifact -- Spacecraft When this Spacecraft enters, mill three cards, then return a creature or Spacecraft card from your graveyard to your hand. 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, lifelink [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Focus Fire W Instant 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. [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	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

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.")

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

[sidebar]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G W W

Whenever Haliya enters or attacks, put a +1/+1 counter on target creature you control. Whenever one or more creatures you control with +1/+1 counters on them deal combat damage to a player, draw a card.

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G W W

Whenever Haliya enters or attacks, put a +1/+1 counter on target creature you control. Whenever one or more creatures you control with +1/+1 counters on them deal combat damage to a player, draw a card.

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

[sidebar]

W

G

Whenever this creature becomes tapped, another target creature you control gets +X/+X until end of turn, where X is this creature's power.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

You may play an additional land on each of your turns.
You may play lands from your graveyard.
Landfall -- Whenever a land you control enters, mill a card.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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]

① ②

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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	Meltstrider Eulogist (2)(G) Creature -- Insect Soldier Whenever a creature you control with a +1/+1 counter on it dies, draw a card. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mm'menon, Uthros Exile (1)(U)(R) 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 PLAY botbox.dev	Mm'menon, Uthros Exile (1)(U)(R) 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 PLAY botbox.dev
Orbital Plunge (3)(R) Sorcery 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.") [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orbital Plunge (3)(R) Sorcery 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.") [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Perigee Beckoner (4)(B) Creature -- Horror 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.) [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAY botbox.dev

Pinnacle Kill-Ship7 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	Plains Basic Land -- Plains {T}: Add {W}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seam RipW Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seedship BroodtenderBG Creature -- Insect Citizen When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.) {3}{B}{G}, Sacrifice this creature: Return target creature or Spacecraft card from your graveyard to the battlefield. Activate only as a sorcery. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Seedship BroodtenderBG Creature -- Insect Citizen When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.) {3}{B}{G}, Sacrifice this creature: Return target creature or Spacecraft card from your graveyard to the battlefield. Activate only as a sorcery. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shattered Wings2G 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	Space-Time Anomaly2WU Sorcery Target player mills cards equal to your life total. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starbreach Whale4U Creature -- Whale 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.) [sideboard] 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Starfighter Pilot 1W Creature -- Human Pilot Whenever this creature becomes tapped, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Sunstar Expansionist 1W Creature -- Human Knight 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.") Landfall -- Whenever a land you control enters, this creature gets +1/+0 until end of turn. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Survey Mechan 4 Artifact Creature -- Robot Flying Hexproof (This creature can't be the target of spells or abilities your opponents control.) {10}, Sacrifice this creature: It deals 3 damage to any target. Target player draws three cards and gains 3 life. This ability costs {X} less to activate, where X is the number of differently named lands you control. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swarm Culler 3B 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 PLAYbotbox.dev	Swarm Culler 3B 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 PLAYbotbox.dev

Syr Vondam, the Lucent (2)(W)(B)(B) Legendary Creature -- Human Knight Deathtouch, lifelink Whenever Syr Vondam enters or attacks, other creatures you control get +1/+0 and gain deathtouch until end of turn. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thawbringer (2)(G) Creature -- Insect Scout When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thrumming Hivepool (6) Artifact Affinity for Slivers (This spell costs {1} less to cast for each Sliver you control.) Slivers you control have double strike and haste. At the beginning of your upkeep, create two 1/1 colorless Sliver creature tokens. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tractor Beam (2)(U)(U) Enchantment -- Aura 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Virus Beetle (1)(B) Artifact Creature -- Insect When this creature enters, each opponent discards a card. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Watery Grave Land -- Island Swamp ([T]: Add [U] or [B].) 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	Weftblade Enhancer (5)(W) Creature -- Drix Artificer When this creature enters, put a +1/+1 counter on each of up to two target creatures. 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.) [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Bullz0Eye - 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

Wormwall Sweeper 2 Artifact -- Spacecraft When this Spacecraft enters, surveil 2. Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 4+.) 4+ Flying [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zookeeper Mechan 1R 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zookeeper Mechan 1R 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zookeeper Mechan 1R 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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