

③

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W W

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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.)

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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.

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5 W

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

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2G

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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X G W

Trample
Dyadrine enters with a number of +1/+1 counters on it equal to the amount of mana spent to cast it. Whenever you attack, you may remove a +1/+1 counter from each of two creatures you control. If you do, draw a card and create a 2/2 colorless Robot artifact creature token.

0/1

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G

Reach
When this creature dies, each player creates 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.")

2/2

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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

10/10

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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Forest

Basic Land -- Forest

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

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Germinating Wurm

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.)

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Germinating Wurm

Creature -- Plant Wurm

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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.)

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Haliya, Ascendant Cadet	2	G	W	W
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Legendary Creature -- Human Soldier

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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Haliya, Guided by Light (2)(W)

Legendary Creature -- Human Soldier

Whenever Haliya or another creature or artifact you control enters, you gain 1 life.

At the beginning of your end step, draw a card if you've gained 3 or more life this turn.

Warp {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.)

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Intrepid Tenderfoot ① ⑥

Creature -- Insect Citizen

{3}: Put a +1/+1 counter on this creature. Activate only as a sorcery.

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Knight Luminary

Creature -- Human Knight

When this creature enters, create a 1/1 white Human Soldier creature token.

Warp $\{1\}\{W\}$ (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

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Lashwhip Predator (4)(G)(G)

Creature -- Plant Beast

This spell costs {2} less to cast if your opponents control three or more creatures.

Reach

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② ⑥

Whenever a creature you control with a +1/+1 counter on it dies, draw a card.

3/3

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Basic Land -- Plains

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

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Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 4/8 - 8 cards - 2.5 x 3.5 in each

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.

Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Radiant Strike

③ ④ W

Instant

Destroy target artifact or tapped creature. You gain 3 life.

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Destroy target artifact or tapped creature. You gain 3 life.

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Sami's Curiosity

G

Sorcery

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

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Starfield Shepherd

③ W W

Creature -- Angel

Flying
When this creature enters, search
your library for a basic Plains card
or a creature card with mana value 1
or less, reveal it, put it into your
hand, then shuffle.

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.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starport Security

W

Artifact Creature -- Robot Soldier

{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.

1/1

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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.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Seriema

① W W

Legendary Artifact -- Spacecraft

When The Seriemia enters, search your library for a legendary creature card, reveal it, put it into your hand, 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

Other tapped legendary creatures you control have indestructible.

5/5

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Playtest cards - KingHairy - 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 5/8 - 8 cards - 2.5 x 3.5 in each

Brightspear Zealot 2 W 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 PLAYbotbox.dev	Cryogen Relic 1 U Artifact When this artifact enters or leaves the battlefield, draw a card. {1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crystal Quarry Land {T}: Add {C}. {5}, {T}: Add {W}{U}{B}{R}{G}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Divert Disaster 1 U 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
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 PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Full Bore R Instant Target creature you control gets +3/+2 until end of turn. If that creature was cast for its warp cost, it also gains trample and haste until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hullcarver B Artifact Creature -- Robot Assassin Deathtouch [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Insatiable Skittermaw 2B Creature -- Insect Horror Menace (This creature can't be blocked except by two or more creatures.) 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Melded Moxite 1R Artifact When this artifact enters, you may discard a card. If you do, draw two cards. {3}, Sacrifice this artifact: Create a tapped 2/2 colorless Robot artifact creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pull Through the Weft 3GG Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reroute Systems W Instant Choose one -- * Target artifact or creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) * Reroute Systems deals 2 damage to target tapped creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scout for Survivors 2W Sorcery Return up to three target creature cards with total mana value 3 or less from your graveyard to the battlefield. Put a +1/+1 counter on each of them. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sinister Cryologist 2U Creature -- Jellyfish Wizard 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.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Weapons Manufacturing 1R Enchantment Whenever a nontoken artifact you control enters, create a colorless artifact token named Munitions with "When this token leaves the battlefield, it deals 2 damage to any target." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev		