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| <div><div><div>Annul</div><div>U</div></div><div>Instant</div><div>Counter target artifact or enchantment spell.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                    | <div><div><div>Beamsaw Prospector</div><div>1B</div></div><div>Creature -- Human Artificer</div><div>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.")</div><div>[sideboard]</div><div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>           | <div><div><div>Blade of the Swarm</div><div>3B</div></div><div>Creature -- Insect Assassin</div><div>When this creature enters, choose one --<br/>* Put two +1/+1 counters on this creature.<br/>* Put target exiled card with warp on the bottom of its owner's library.</div><div>[sideboard]</div><div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Comet Crawler</div><div>2B</div></div><div>Creature -- Insect Horror</div><div>Lifelink<br/>Whenever this creature attacks, you may sacrifice another creature or artifact. If you do, this creature gets +2/+0 until end of turn.</div><div>[sideboard]</div><div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                   |
| <div><div><div>Cryogen Relic</div><div>1U</div></div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, draw a card.<br/>{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.)</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Cryogen Relic</div><div>1U</div></div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, draw a card.<br/>{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.)</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Depressurize</div><div>1B</div></div><div>Instant</div><div>Target creature gets -3/-0 until end of turn. Then if that creature's power is 0 or less, destroy it.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                        | <div><div><div>Desculpting Blast</div><div>1U</div></div><div>Instant</div><div>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."</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <div> Desculpting Blast 1 U </div> <div> Instant </div> <div> 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." </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Divert Disaster 1 U </div> <div> Instant </div> <div> 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.") </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Embrace Oblivion B </div> <div> Sorcery </div> <div> As an additional cost to cast this spell, sacrifice an artifact or creature. Destroy target creature or Spacecraft. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>             | <div> <div> Endless Sands </div> <div> Land -- Desert </div> <div> {T}: Add {C}. {2}, {T}: Exile target creature you control. {4}, {T}, Sacrifice this land: Return each creature card exiled with this land to the battlefield under its owner's control. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div> Faller's Faithful 2 B </div> <div> Creature -- Human Wizard </div> <div> When this creature enters, destroy up to one other target creature. If that creature wasn't dealt damage this turn, its controller draws two cards. </div> <div> <div>[sideboard]</div> </div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>  | <div> <div> Gravblade Heavy 3 B </div> <div> Creature -- Human Soldier </div> <div> As long as you control an artifact, this creature gets +1/+0 and has deathtouch. </div> <div> <div>[sideboard]</div> </div> <div> <div>3/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                     | <div> <div> Gravblade Heavy 3 B </div> <div> Creature -- Human Soldier </div> <div> As long as you control an artifact, this creature gets +1/+0 and has deathtouch. </div> <div> <div>[sideboard]</div> </div> <div> <div>3/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Gravblade Heavy 3 B </div> <div> Creature -- Human Soldier </div> <div> As long as you control an artifact, this creature gets +1/+0 and has deathtouch. </div> <div> <div>[sideboard]</div> </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><div><div>Hullcarver</div><div>B</div></div><div>Artifact Creature -- Robot Assassin</div><div>Deathtouch</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                         | <div><div><div>Hymn of the Faller</div><div>1B</div></div><div>Sorcery</div><div>Surveil 1, then you draw a card and lose 1 life. (To surveil 1, look at the top card of your library. You may put it into your graveyard.)</div><div>Void -- If a nonland permanent left the battlefield this turn or a spell was warped this turn, draw another card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Illvoi Galeblade</div><div>U</div></div><div>Creature -- Jellyfish Warrior</div><div>Flash</div><div>Flying</div><div>{2}, Sacrifice this creature: Draw a card.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div><div>Illvoi Galeblade</div><div>U</div></div><div>Creature -- Jellyfish Warrior</div><div>Flash</div><div>Flying</div><div>{2}, Sacrifice this creature: Draw a card.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         |
| <div><div><div>Larval Scoutlander</div><div>2G</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.</div><div>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+.)</div><div>7+   Flying</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lost in Space</div><div>3U</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div><div>Lost in Space</div><div>3U</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mental Modulation</div><div>1U</div></div><div>Instant</div><div>This spell costs {1} less to cast during your turn.</div><div>Tap target artifact or creature.</div><div>Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Mm'menon, Uthros Exile</b> (1)(U)(R)<br>Legendary Creature -- Jellyfish Advisor<br>Flying<br>Whenever an artifact you control enters, put a +1/+1 counter on target creature.<br>[sideboard]<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Monoist Sentry</b> (B)<br>Artifact Creature -- Robot<br>Defender<br>[sideboard]<br><div>4/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                | <b>Mountain</b><br>Basic Land -- Mountain<br>({T}: Add {R}.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Nanoform Sentinel</b> (2)(U)<br>Artifact Creature -- Robot<br>Whenever this creature becomes tapped, untap another target permanent. This ability triggers only once each turn.<br>[sideboard]<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                |
| <b>Nesting Grounds</b><br>Land<br>{T}: Add {C}.<br>{1}, {T}: Move a counter from target permanent you control onto a second target permanent. Activate only as a sorcery.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                       | <b>Nutrient Block</b> (1)<br>Artifact -- Food<br>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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev     | <b>Scrounge for Eternity</b> (2)(B)<br>Sorcery<br>As an additional cost to cast this spell, sacrifice an artifact or creature.<br>Return target creature or Spacecraft card with mana value 5 or less from your graveyard to the battlefield. Then 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>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div>Seedship Impact 16</div> <div>Instant</div> <div> <p>Destroy target artifact or enchantment. If its mana value was 2 or less, 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                  | <div>Sinister Cryologist 2U</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> <p>[sideboard]</p> </div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Steelswarm Operator 1U</div> <div>Artifact Creature -- Robot Soldier</div> <div> <p>Flying</p> <p>{T}: Add {U}. Spend this mana only to cast an artifact spell. {T}: Add {U}{U}. Spend this mana only to activate abilities of artifact sources.</p> <p>[sideboard]</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                         | <div>Susurian Voidborn 2B</div> <div>Creature -- Vampire Soldier</div> <div> <p>Whenever this creature or another creature or artifact you control dies, target opponent loses 1 life and you gain 1 life. Warp {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.)</p> <p>[sideboard]</p> </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Susur Secundi, Void Altar</div> <div>Land -- Planet</div> <div> <p>This land enters tapped. {T}: Add {B}. Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.) 12+   {1}{B}, {T}, Pay 2 life, Sacrifice a creature: Draw cards equal to the sacrificed creature's power. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div> <p>{T}: Add {B}.)</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                         | <div>Terrapact Intimidator 1R</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>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Umbral Collar Zealot 1B</div> <div>Creature -- Human Cleric</div> <div> <p>Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>[sideboard]</p> </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                             |

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| <div> <div> Zookeeper Mechan <div> 1 R </div> </div> <div> Artifact Creature -- Robot </div> <div> <div> {T}: Add {R}. </div> <div> {6}{R}: Target creature you control gets +4/+0 until end of turn. </div> <div> Activate only as a sorcery. </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Zookeeper Mechan <div> 1 R </div> </div> <div> Artifact Creature -- Robot </div> <div> <div> {T}: Add {R}. </div> <div> {6}{R}: Target creature you control gets +4/+0 until end of turn. </div> <div> Activate only as a sorcery. </div> </div> <div> <div>[sideboard]</div> </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |  |
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