

Alpharael, Stonechosen ③⑧⑧ Legendary Creature -- Human Cleric Ward--Discard a card at random. Void -- Whenever Alpharael attacks, if a nonland permanent left the battlefield this turn or a spell was warped this turn, defending player loses half their life, rounded up. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Atmospheric Greenhouse ④⑥ Artifact -- Spacecraft When this Spacecraft enters, put a +1/+1 counter on each creature you control. 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, trample [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Biosynthetic Burst ①⑥ 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	Biosynthetic Burst ①⑥ 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
Blinkmoth Nexus Land {T}: Add {C}. {1}: This land becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land. {1}, {T}: Target Blinkmoth creature gets +1/+1 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blooming Stinger ①⑥ Creature -- Plant Scorpion Deathtouch When this creature enters, another target creature you control gains deathtouch until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blooming Stinger ①⑥ Creature -- Plant Scorpion Deathtouch When this creature enters, another target creature you control gains deathtouch until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brightspear Zealot ②④ 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

Chrome Companion 2 Artifact Creature -- Dog Whenever this creature becomes tapped, you gain 1 life. {2}, {T}: Put target card from a graveyard on the bottom of its owner's library. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cloudsculpt Technician 2 U Creature -- Jellyfish Artificer Flying As long as you control an artifact, this creature gets +1/+0. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cosmogoyf B G 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	Cosmogrand Zenith 2 W Creature -- Human Soldier Whenever you cast your second spell each turn, choose one -- * Create two 1/1 white Human Soldier creature tokens. * Put a +1/+1 counter on each creature you control. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dawnstrike Vanguard 5 W Creature -- Human Knight 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. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Depressurize 1 B Instant Target creature gets -3/-0 until end of turn. Then if that creature's power is 0 or less, destroy it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diplomatic Relations 2 G Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drix Fatemaker 3 G Creature -- Drix Wizard When this creature enters, put a +1/+1 counter on target creature. Each creature you control with a +1/+1 counter on it has trample. 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] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dual-Sun Adepts 2W Creature -- Human Soldier Double strike {5}: Creatures you control get +1/+1 until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eumidian Terrabotanist 1G Creature -- Insect Druid Landfall -- Whenever a land you control enters, you gain 1 life. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eusocial Engineering 3GG 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 PLAYbotbox.dev	Fell Gravship 2B 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest Basic Land -- Forest {T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glacier Godmaw 5GG Creature -- Leviathan Trample 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.") Landfall -- Whenever a land you control enters, creatures you control get +1/+1 and gain vigilance and haste until end of turn. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gravblade Heavy 3B Creature -- Human Soldier As long as you control an artifact, this creature gets +1/+0 and has deathtouch. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gravkill 3B Instant Exile target creature or Spacecraft. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Haliya, Guided by Light 2W 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.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hardlight Containment W Enchantment -- Aura 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}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harmonious Grovestrider 3GG 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	Hullcarver B Artifact Creature -- Robot Assassin Deathtouch [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Deathtouch

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Flash
Flying
{2}, Sacrifice this creature: Draw a card.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

This creature can't be blocked if you've cast two or more spells this turn.

Whenever this creature deals combat damage to a player, draw a card.

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② U

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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 PLAY botbox.dev

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

{T}: Target creature you control gets +1/+1 and gains haste until end of turn. Activate only as a sorcery.

[sidebar]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightless Evangel (1)(B) Creature -- Vampire Cleric Whenever you sacrifice another creature or artifact, put a +1/+1 counter on this creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Luxknight Breacher (3)(W) Creature -- Human Knight This creature enters with a +1/+1 counter on it for each other creature and/or artifact you control. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magus of the Moon (2)(R) Creature -- Human Wizard Nonbasic lands are Mountains. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Melded Moxite (1)(R) 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 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	Memorial Team Leader (3)(R) Creature -- Kavu Soldier During your turn, other creatures you control get +1/+0. 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] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nanoform Sentinel (2)(U) Artifact Creature -- Robot Whenever this creature becomes tapped, untap another target permanent. This ability triggers only once each turn. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nanoform Sentinel (2)(U) Artifact Creature -- Robot Whenever this creature becomes tapped, untap another target permanent. This ability triggers only once each turn. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nanoform Sentinel (2)(U) Artifact Creature -- Robot Whenever this creature becomes tapped, untap another target permanent. This ability triggers only once each turn. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oreplate Pangolin (1)(R) Artifact Creature -- Robot Pangolin Whenever another artifact you control enters, you may pay {1}. If you do, put a +1/+1 counter on this creature. [sideboard] 2/2 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	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Possibility Technician (2)(R) Creature -- Kavu Artificer Whenever this creature or another Kavu you control enters, exile the top card of your library. For as long as that card remains exiled, you may play it if you control a Kavu. 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 PLAY botbox.dev	Pull Through the Weft (3)(G)(G) 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 PLAY botbox.dev	Pulsar Squadron Ace (1)(W) Creature -- Human Pilot When this creature enters, look at the top five cards of your library. You may reveal a Spacecraft card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. If you didn't put a card into your hand this way, put a +1/+1 counter on this creature. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rayblade Trooper (2)(W) Creature -- Human Soldier When this creature enters, put a +1/+1 counter on target creature you control. Whenever a nontoken creature you control with a +1/+1 counter on it dies, 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.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Tiger Mechan 3 R 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	Remnant Elemental 1 R Creature -- Elemental Reach Landfall -- Whenever a land you control enters, this creature gets +2/+0 until end of turn. [sideboard] 0/4 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	Rig for War 1 R Instant Target creature gets +3/+0 and gains reach and first strike until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Seedship Agrarian 3 G Creature -- Insect Scientist Whenever this creature becomes tapped, 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, put a +1/+1 counter on this creature. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seedship Impact 1 G Instant 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.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Selfcraft Mechan 3 U Artifact Creature -- Robot Artificer When this creature enters, you may sacrifice an artifact. When you do, put a +1/+1 counter on target creature and draw a card. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Selfcraft Mechan 3 U Artifact Creature -- Robot Artificer When this creature enters, you may sacrifice an artifact. When you do, put a +1/+1 counter on target creature and draw a card. [sideboard] 3/4 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] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skystinger 2G 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 PLAYbotbox.dev	Squire's Lightblade W Artifact -- Equipment Flash When this Equipment enters, attach it to target creature you control. That creature gains first strike until end of turn. Equipped creature gets +1/+0. Equip {3} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starbreach Whale 4U 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
Starbreach Whale 4U 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	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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunstar Lightsmith 3W Creature -- Human Artificer Whenever you cast your second spell each turn, put a +1/+1 counter on this creature and draw a card. [sideboard] 3/3 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

Systems Override 2 R Sorcery 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. [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	Unravel 1 U U Instant Counter target spell. If the amount of mana spent to cast that spell was less than its mana value, you draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Uthros Scanship 3 U Artifact -- Spacecraft When this Spacecraft enters, draw two cards, then discard a card. 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 [sideboard] 4/4 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	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	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	Xu-Ifit, Osteoharmonist 1 B B Legendary Creature -- Human Wizard {T}: Return target creature card from your graveyard to the battlefield. It's a Skeleton in addition to its other types and has no abilities. Activate only as a sorcery. [sideboard] 2/3 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] 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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