

Auxiliary Boosters (4)(W) 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	Biosynthetic Burst (1)(G) 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	Blooming Stinger (1)(G) 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	Brightspears 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 PLAY botbox.dev
Cerebral Download (4)(U) Instant Surveil X, where X is the number of artifacts you control. Then draw three cards. (To surveil X, look at the top X cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Comet Crawler (2)(B) Creature -- Insect Horror Lifelink Whenever this creature attacks, you may sacrifice another creature or artifact. If you do, this creature gets +2/+0 until end of turn. [sideboard] 2/3 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	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	Cryoshatter Enchantment -- Aura Enchant creature Enchanted creature gets -5/-0. When enchanted creature becomes tapped or is dealt damage, destroy it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cryoshatter Enchantment -- Aura Enchant creature Enchanted creature gets -5/-0. When enchanted creature becomes tapped or is dealt damage, destroy it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dark Endurance Instant This spell costs {1} less to cast if it targets a blocking creature. Target creature gets +2/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Endurance Instant This spell costs {1} less to cast if it targets a blocking creature. Target creature gets +2/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deafening Silence Enchantment Each player can't cast more than one noncreature spell each turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Debris Field Crusher Artifact -- Spacecraft When this Spacecraft enters, it deals 3 damage to any target. 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 {1}{R}: This Spacecraft gets +2/+0 until end of turn. [sideboard] 1/5 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 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	Emissary Escort 1 U Artifact Creature -- Robot Soldier This creature gets +X/+0, where X is the greatest mana value among other artifacts you control. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Flight-Deck Coordinator 2 W Creature -- Human Soldier At the beginning of your end step, if you control two or more tapped creatures, you gain 2 life. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flight-Deck Coordinator 2 W Creature -- Human Soldier At the beginning of your end step, if you control two or more tapped creatures, you gain 2 life. [sideboard] 3/3 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 PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Gravpack Monoist 2B Creature -- Human Scout Flying When this creature dies, create a tapped 2/2 colorless Robot artifact creature token. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hissing Quagmire Land This land enters tapped. {T}: Add {B} or {G}. {1}{B}{G}: Until end of turn, this land becomes a 2/2 black and green Elemental creature with deathtouch. It's still a land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Honor W Sorcery Put a +1/+1 counter on target creature. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Honored Knight-Captain 1W Creature -- Human Advisor Knight When this creature enters, create a 1/1 white Human Soldier creature token. {4}{W}{W}, Sacrifice this creature: Search your library for an Equipment card, put it onto the battlefield, then shuffle. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Honored Knight-Captain ①①W Creature -- Human Advisor Knight When this creature enters, create a 1/1 white Human Soldier creature token. {4}{W}{W}, Sacrifice this creature: Search your library for an Equipment card, put it onto the battlefield, then shuffle. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hymn of the Faller ①①B Sorcery 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.) Void -- If a nonland permanent left the battlefield this turn or a spell was warped this turn, draw another card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Illvoi Light Jammer ①①U Artifact -- Equipment 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	Illvoi Operative ①①U Creature -- Jellyfish Rogue Whenever you cast your second spell each turn, put a +1/+1 counter on this creature. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Intrepid Tenderfoot ①①G Creature -- Insect Citizen {3}: Put a +1/+1 counter on this creature. Activate only as a sorcery. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kavaron Turbodrone ②②R Artifact Creature -- Robot Scout {T}: Target creature you control gets +1/+1 and gains haste until end of turn. Activate only as a sorcery. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightless Evangel ①①B 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	Mechan Navigator 1 U Artifact Creature -- Robot Pilot Whenever this creature becomes tapped, draw a card, then discard a card. [sideboard] 2/1 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	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's Gear G Artifact -- Equipment When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+1 and has reach. Equip {5} ({5}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meltstrider's Resolve G Enchantment -- Aura Enchant creature you control When this Aura enters, enchanted creature fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.) Enchanted creature gets +0/+2 and can't be blocked by more than one creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Memorial Team Leader 3 R Creature -- Kavv 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	Mightform Harmonizer 2 G G Creature -- Insect Druid Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn. Warp {2}{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] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Rig for War 1R Instant Target creature gets +3/+0 and gains reach and first strike until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roving Actuator 3R Artifact Creature -- Robot Void -- When this creature enters, if a nonland permanent left the battlefield this turn or a spell was warped this turn, exile up to one target instant or sorcery card with mana value 2 or less from your graveyard. Copy it. You may cast the copy without paying its mana cost. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ruinous Rampage 1RR Sorcery Choose one -- * Ruinous Rampage deals 3 damage to each opponent. * Exile all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Seedship Agrarian 3G 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 PLAY botbox.dev	Selfcraft Mechan 3U 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 PLAY botbox.dev	Singularity Rupture 3UBB Sorcery Destroy all creatures, then any number of target players each mill half their library, rounded down. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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	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	Slagdrill Scrapper R Artifact Creature -- Robot Scout {2}, {T}, Sacrifice another artifact or land: Draw a card. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sliver Overlord WUBRG Legendary Creature -- Sliver Mutant {3}: Search your library for a Sliver card, reveal that card, put it into your hand, then shuffle. {3}: Gain control of target Sliver. (This effect lasts indefinitely.) [sideboard] 7/7 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	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	Susurian Dirgecraft 4B Artifact -- Spacecraft When this Spacecraft enters, each opponent sacrifices a nontoken creature of their choice. 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] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 B

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.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 R G

Landfall -- Whenever a land you control enters, Tannuk deals 1 damage to each opponent. If this is the second time this ability has resolved this turn, draw a card.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Void -- This spell costs {2} less to cast if a nonland permanent left the battlefield this turn or a spell was warped this turn.
Target opponent reveals their hand.
You choose a nonland card from it.
That player discards that card.

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4 R R

You may put an artifact or creature card from your hand onto the battlefield. That permanent gains haste, "When this permanent leaves the battlefield, it deals damage equal to its mana value to each creature," and "At the beginning of your end step, sacrifice this permanent."

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2 G

Whenever you put one or more +1/+1 counters on a creature you control, you may draw that many cards. Do this only once each turn.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

When this creature enters or dies, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U U

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.

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2 U U

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.

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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	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	Wedgelight Rammer 3 W Artifact -- Spacecraft When this Spacecraft enters, create a 2/2 colorless Robot artifact creature token. 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+.) 9+ Flying, first strike [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wurmwall 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 PLAY botbox.dev
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