

All-Fates Stalker 3 W Creature -- Drix Assassin When this creature enters, exile up to one target non-Assassin creature until this creature leaves the battlefield. 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] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Annul U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beamsaw Prospector 1 B Creature -- Human Artificer 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.") [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Biotech Specialist R G Creature -- Insect Scientist 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.") Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blade of the Swarm 3 B Creature -- Insect Assassin When this creature enters, choose one -- * Put two +1/+1 counters on this creature. * Put target exiled card with warp on the bottom of its owner's library. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Breeding Pool Land -- Forest Island ({T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broodguard Elite X G G Creature -- Insect Knight This creature enters with X +1/+1 counters on it. When this creature leaves the battlefield, put its counters on target creature you control. Warp {X}{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] 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

②

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.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Flying
As long as you control an artifact,
this creature gets +1/+0.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

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.")

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

Target creature gets -3/-0 until end of turn. Then if that creature's power is 0 or less, destroy it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Devastating Onslaught X X R Sorcery Create X tokens that are copies of target artifact or creature you control. Those tokens gain haste until end of turn. Sacrifice them at the beginning of the next end step. [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	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	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 PLAYbotbox.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 PLAYbotbox.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 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	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 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 PLAY botbox.dev	Flight-Deck Coordinator 2W 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 2W 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] 1/3 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] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fungal Colossus 6G Creature -- Fungus Beast This spell costs {X} less to cast, where X is the number of differently named lands you control. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Genemorph Imago GU Creature -- Insect Druid Flying Landfall -- Whenever a land you control enters, target creature has base power and toughness 3/3 until end of turn. If you control six or more lands, that creature has base power and toughness 6/6 until end of turn instead. [sideboard] 1/3 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

G

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

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

This spell costs {3} less to cast if you've cast another spell this turn.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

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

3 B

As long as you control an artifact, this creature gets +1/+0 and has deathtouch.

[sidebar]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

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.

[sidebar]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Equipped creature gets +3/+1.
Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, attach this Equipment to target creature you control.

Equip {4} ({4}: Attach to target creature you control. Equip only as a sorcery.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Illvoi Light Jammer 1 U 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 Light Jammer 1 U 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	Invasive Maneuvers 1 R Instant Invasive Maneuvers deals 3 damage to target creature. It deals 5 damage instead if you control a Spacecraft. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasive Maneuvers 1 R Instant Invasive Maneuvers deals 3 damage to target creature. It deals 5 damage instead if you control a Spacecraft. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Island Basic Land -- Island ({T}: Add {U}.) [sideboard] 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 2 R 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	Mechan Shieldmate 1 U Artifact Creature -- Robot Soldier Defender As long as an artifact entered the battlefield under your control this turn, this creature can attack as though it didn't have defender. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nebula Dragon 6 R Creature -- Dragon Flying When this creature enters, it deals 3 damage to any target. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nova Hellkite 3 R R Creature -- Dragon Flying, haste When this creature enters, it deals 1 damage to target creature an opponent controls. Warp {2}{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] 4/5 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] 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
Plains Basic Land -- Plains {T}: Add {W}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plasma Bolt R Sorcery Plasma Bolt deals 2 damage to any target. Void -- Plasma Bolt deals 3 damage instead if a nonland permanent left the battlefield this turn or a spell was warped this turn. [sideboard] 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	Radiant Strike 3 W Instant Destroy target artifact or tapped creature. You gain 3 life. [sideboard] 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	Scavenger Grounds Land -- Desert {T}: Add {C}. {2}, {T}, Sacrifice a Desert: Exile all graveyards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scour for Scrap (3)(U) Instant Choose one or both -- * Search your library for an artifact card, reveal it, put it into your hand, then shuffle. * Return target artifact card from your graveyard to your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scrounge for Eternity (2)(B) Sorcery As an additional cost to cast this spell, sacrifice an artifact or creature. 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.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Scrounge for Eternity (2)(B) Sorcery As an additional cost to cast this spell, sacrifice an artifact or creature. 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.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seedship Broodtender (B)(G) 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 Wings (2)(G) 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	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

Playtest cards - Arkany1 - 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 9/11 - 8 cards - 2.5 x 3.5 in each

Starfighter Pilot (1)(W) 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 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swarm Culler (3)(B) 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 PLAY botbox.dev	Tannuk, Memorial Ensign (1)(R)(G) Legendary Creature -- Kavv Pilot 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. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tapestry Warden (3)(G) Artifact Creature -- Robot Soldier Vigilance Each creature you control with toughness greater than its power assigns combat damage equal to its toughness rather than its power. Each creature you control with toughness greater than its power stations permanents using its toughness rather than its power. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tapestry Warden (3)(G) Artifact Creature -- Robot Soldier Vigilance Each creature you control with toughness greater than its power assigns combat damage equal to its toughness rather than its power. Each creature you control with toughness greater than its power stations permanents using its toughness rather than its power. [sideboard] 3/4 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	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

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sheet 10/11 - 8 cards - 2.5 x 3.5 in each

Weftstalker Ardent

② R

Creature -- Drix Artificer

Whenever another creature or artifact you control enters, this creature deals 1 damage to each opponent.

Warp {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]

2/3

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

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

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]

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