

All-Fates Scroll Artifact {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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	All-Fates Stalker 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 PLAY botbox.dev	Alpharael, Dreaming Acolyte Legendary Creature -- Human Cleric When Alpharael enters, draw two cards. Then discard two cards unless you discard an artifact card. During your turn, Alpharael has deathtouch. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Astelli Reclaimer Creature -- Angel Warrior Flying When this creature enters, return target noncreature, nonland permanent card with mana value X or less from your graveyard to the battlefield, where X is the amount of mana spent to cast this creature. Warp {2}{W} [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Auxiliary Boosters 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	Banishing Light Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Biosynthetic Burst 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	Blast Zone Land This land enters with a charge counter on it. {T}: Add {C}. {X}{X}, {T}: Put X charge counters on this land. {3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped.
Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
{T}: Add {C}.

[sideboard]

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④ ⑤

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.)

[sidebar]

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Creature -- Jellyfish Artificer

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

[sideboard]

1/4

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②③

Creature -- Dog

When this creature enters, look at the top two cards of your library. Put one into your hand and the other into your graveyard.

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]

2/1

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① ②

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]

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U

Enchantment -- Aura

Enchant creature
Enchanted creature gets -5/-0.
When enchanted creature becomes
tapped or is dealt damage, destroy
it.

[sidebar]

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2 B

Sorcery

You draw two cards and lose 2 life.
Void -- If a nonland permanent left the battlefield this turn or a spell was warped this turn, instead you draw two cards and each opponent loses 2 life.

[sidebar]

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②⑥

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]

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2 G

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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① ② R

Choose one --

- * Put five charge counters on target Spacecraft or Planet you control.
- * Destroy target artifact.

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① R

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Choose one --
* Put five charge counters on target
Spacecraft or Planet you control.
* Destroy target artifact.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

2 B B

Lifelink
Whenever one or more creatures you control deal combat damage to a player, you draw a card and lose 1 life.

Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, create a 2/2 colorless Robot artifact creature token.

4/4

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B

As an additional cost to cast this spell, sacrifice an artifact or creature.
Destroy target creature or Spacecraft.

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3GG

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.)

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At the beginning of your end step, if you control two or more tapped creatures, put a +1/+1 counter on this creature.

2/3

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

3 B

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

[sidebar]

3/4

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2 G W W

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.

[sidebar]

3/3

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(B)

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

3 G

Trample
Landfall -- Whenever a land you control enters, this creature gets +1/+0 until end of turn.

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[sidebar]
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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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

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[sidebar]
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1/1

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

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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	Interceptor Mechan 2BR Artifact Creature -- Robot Flying When this creature enters, return target artifact or creature card from your graveyard to your hand. 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	Intrepid Tenderfoot 1G 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 PLAYbotbox.dev	Invasive Maneuvers 1R 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 PLAYbotbox.dev
Island Basic Land -- Island {T}: Add {U}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kavaron Turbodrone 2R 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 PLAYbotbox.dev	Kavaron Turbodrone 2R 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 PLAYbotbox.dev

Lightstall Inquisitor (W) Creature -- Angel Wizard Vigilance When this creature enters, each opponent exiles a card from their hand and may play that card for as long as it remains exiled. Each spell cast this way costs {1} more to cast. Each land played this way enters tapped. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loading Zone (3)(G) Enchantment If one or more counters would be put on a creature, Spacecraft, or Planet you control, twice that many of each of those kinds of counters are put on it instead. Warp {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 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	Mental Modulation (1)(U) Instant This spell costs {1} less to cast during your turn. Tap target artifact or creature. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Monoist Circuit-Feeder (4)(B)(B) Artifact Creature -- Nautilus Flying When this creature enters, until end of turn, target creature you control gets +X/+0 and target creature an opponent controls gets -0/-X, where X is the number of artifacts you control. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mouth of the Storm (6)(U) Creature -- Elemental Flying Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) When this creature enters, creatures your opponents control get -3/-0 until your next turn. [sideboard] 6/6 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

Playtest cards - NameNotImportant - Unknown format (MOCS Showcase Open)

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 7/11 - 8 cards - 2.5 x 3.5 in each

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 PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] 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 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 PLAYbotbox.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	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 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 PLAY botbox.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 PLAY botbox.dev	Sinister Cryologist (2)(U) 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 PLAY botbox.dev	Specimen Freighter (5)(U) Artifact -- Spacecraft When this Spacecraft enters, return up to two target non-Spacecraft creatures to their owners' hands. 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 Whenever this Spacecraft attacks, defending player mills four cards. [sideboard] 4/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Specimen Freighter (5)(U) Artifact -- Spacecraft When this Spacecraft enters, return up to two target non-Spacecraft creatures to their owners' hands. 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 Whenever this Spacecraft attacks, defending player mills four cards. [sideboard] 4/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starbreach Whale (4)(U) 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 PLAY botbox.dev	Station Monitor (W)(U) Creature -- Lizard Artificer Whenever you cast your second spell each turn, create a 1/1 colorless Drone artifact creature token with flying and "This token can block only creatures with flying." [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Susurian Dirgecraft (4)(B) 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 PLAY botbox.dev

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Susur Secundi, Void Altar Land -- Planet 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Syr Vondam, Sunstar Exemplar Legendary Creature -- Human Knight Vigilance, menace Whenever another creature you control dies or is put into exile, put a +1/+1 counter on Syr Vondam and you gain 1 life. When Syr Vondam dies or is put into exile while its power is 4 or greater, destroy up to one target nonland permanent. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Territorial Bruntar Creature -- Beast Reach Landfall -- Whenever a land you control enters, exile cards from the top of your library until you exile a nonland card. You may cast that card this turn. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thaumaton Torpedo 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 PLAYbotbox.dev
Thawbringer 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 PLAYbotbox.dev	Tractor Beam Enchantment -- Aura 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Umbral Collar Zealot Creature -- Human Cleric Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virulent Silencer 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 PLAYbotbox.dev

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③

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.)

2/3

① ②

When this creature enters, each opponent discards a card.

1/1

1 B

When this creature enters, each opponent discards a card.

1/1

2 W

Creatures you control get +2/+0 until end of turn. If it's not your turn, untap those creatures.

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