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| <b>Adagia, Windswept Bastion</b><br>Land -- Planet<br><br>This land enters tapped.<br>{T}: Add {W}.<br>Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)<br>12+   {3}{W}, {T}: Create a token that's a copy of target artifact or enchantment you control, except it's legendary. Activate only as a sorcery.<br><br>[sideboard]                                                                | <b>All-Fates Scroll</b> ③<br>Artifact<br><br>{T}: Add one mana of any color.<br>{7}, {T}, Sacrifice this artifact: Draw X cards, where X is the number of differently named lands you control.<br><br>[sideboard]                                                                               | <b>Alpharael, Dreaming Acolyte</b> ①①①①<br>Legendary Creature -- Human Cleric<br><br>When Alpharael enters, draw two cards. Then discard two cards unless you discard an artifact card.<br>During your turn, Alpharael has deathtouch.<br><br>[sideboard]                                                                               | <b>Annul</b> ①<br>Instant<br><br>Counter target artifact or enchantment spell.<br><br>[sideboard]     |
| <b>Anticausal Vestige</b> ⑥<br>Creature -- Eldrazi<br><br>When this creature leaves the battlefield, draw a card, then you may put a permanent card with mana value less than or equal to the number of lands you control from your hand onto the battlefield tapped.<br>Warp {4} (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.)<br><br>[sideboard] | <b>Atomic Microsizer</b> ①<br>Artifact -- Equipment<br><br>Equipped creature gets +1/+0. Whenever equipped creature attacks, choose up to one target creature. That creature can't be blocked this turn and has base power and toughness 1/1 until end of turn.<br>Equip {2}<br><br>[sideboard] | <b>Auxiliary Boosters</b> ④④④④<br>Artifact -- Equipment<br><br>When this Equipment enters, create a 2/2 colorless Robot artifact creature token and attach this Equipment to it.<br>Equipped creature gets +1/+2 and has flying.<br>Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)<br><br>[sideboard] | <b>Beyond the Quiet</b> ③④④④<br>Sorcery<br><br>Exile all creatures and Spacecraft.<br><br>[sideboard] |

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| <div> <b>Blade of the Swarm</b> <span>3</span><span>B</span> </div> <div>           Creature -- Insect Assassin         </div> <div> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> <li>* Put two +1/+1 counters on this creature.</li> <li>* Put target exiled card with warp on the bottom of its owner's library.</li> </ul> <p>[sideboard]</p> </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Bombard</b> <span>2</span><span>R</span> </div> <div>           Instant         </div> <div> <p>Bombard deals 4 damage to target creature.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                            | <div> <b>Breeding Pool</b> </div> <div>           Land -- Forest Island         </div> <div> <p>([T]: Add [G] or [U].)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                  | <div> <b>Brightspear Zealot</b> <span>2</span><span>W</span> </div> <div>           Creature -- Human Soldier         </div> <div> <p>Vigilance</p> <p>This creature gets +2/+0 as long as you've cast two or more spells this turn.</p> <p>[sideboard]</p> </div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                        |
| <div> <b>Brightspear Zealot</b> <span>2</span><span>W</span> </div> <div>           Creature -- Human Soldier         </div> <div> <p>Vigilance</p> <p>This creature gets +2/+0 as long as you've cast two or more spells this turn.</p> <p>[sideboard]</p> </div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                            | <div> <b>Bygone Colossus</b> <span>9</span> </div> <div>           Artifact Creature -- Robot Giant         </div> <div> <p>Warp {3} (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> <div>9/9</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Chrome Companion</b> <span>2</span> </div> <div>           Artifact Creature -- Dog         </div> <div> <p>Whenever this creature becomes tapped, you gain 1 life.</p> <p>{2}, [T]: Put target card from a graveyard on the bottom of its owner's library.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Close Encounter</b> <span>1</span><span>G</span> </div> <div>           Instant         </div> <div> <p>As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.</p> <p>Close Encounter deals damage equal to the power of the chosen creature or card to target creature.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div> <b>Command Bridge</b> </div> <div> Land </div> <div> <p>This land enters tapped. When this land enters, sacrifice it unless you tap an untapped permanent you control.</p> <p>{T}: Add one mana of any color.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                   | <div> <b>Cryogen Relic</b> <div> 1 U </div> </div> <div> Artifact </div> <div> <p>When this artifact enters or leaves the battlefield, draw a card.</p> <p>{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.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                              | <div> <b>Cryogen Relic</b> <div> 1 U </div> </div> <div> Artifact </div> <div> <p>When this artifact enters or leaves the battlefield, draw a card.</p> <p>{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.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Dark Endurance</b> <div> 1 B </div> </div> <div> Instant </div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Divert Disaster</b> <div> 1 U </div> </div> <div> Instant </div> <div> <p>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.")</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Drix Fatemaker</b> <div> 3 G </div> </div> <div> Creature -- Drix Wizard </div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Embrace Oblivion</b> <div> B </div> </div> <div> Sorcery </div> <div> <p>As an additional cost to cast this spell, sacrifice an artifact or creature. Destroy target creature or Spacecraft.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                       | <div> <b>Embrace Oblivion</b> <div> B </div> </div> <div> Sorcery </div> <div> <p>As an additional cost to cast this spell, sacrifice an artifact or creature. Destroy target creature or Spacecraft.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                   |



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| <div><div><div>Gravpack Monoist</div><div><div>2</div><div>B</div></div></div><div><div>Creature -- Human Scout</div><div>Flying</div><div>When this creature dies, create a tapped 2/2 colorless Robot artifact creature token.</div><div>[sideboard]</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                           | <div><div><div>Haliya, Ascendant Cadet</div><div><div>2</div><div>G</div><div>W</div><div>W</div></div></div><div><div>Legendary Creature -- Human Soldier</div><div>Whenever Haliya enters or attacks, put a +1/+1 counter on target creature you control.</div><div>Whenever one or more creatures you control with +1/+1 counters on them deal combat damage to a player, draw a card.</div><div>[sideboard]</div><div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Hylderblade</div><div><div>B</div></div></div><div><div>Artifact -- Equipment</div><div>Equipped creature gets +3/+1.</div><div>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.</div><div>Equip {4} ({4}: Attach to target creature you control. Equip only as a sorcery.)</div><div>[sideboard]</div><div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Illvoi Galeblade</div><div><div>U</div></div></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><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                    |
| <div><div><div>Illvoi Infiltrator</div><div><div>2</div><div>U</div></div></div><div><div>Creature -- Jellyfish Rogue</div><div>This creature can't be blocked if you've cast two or more spells this turn.</div><div>Whenever this creature deals combat damage to a player, draw a card.</div><div>[sideboard]</div><div><div>1/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Illvoi Operative</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Jellyfish Rogue</div><div>Whenever you cast your second spell each turn, put a +1/+1 counter on this creature.</div><div>[sideboard]</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                        | <div><div><div>Illvoi Operative</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Jellyfish Rogue</div><div>Whenever you cast your second spell each turn, put a +1/+1 counter on this creature.</div><div>[sideboard]</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                                                             | <div><div><div>Illvoi Operative</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Jellyfish Rogue</div><div>Whenever you cast your second spell each turn, put a +1/+1 counter on this creature.</div><div>[sideboard]</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

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| <b>Insatiable Skittermaw</b> (2)(B)<br>Creature -- Insect Horror<br>Menace (This creature can't be blocked except by two or more creatures.)<br>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.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                    | <b>Island</b><br>Basic Land -- Island<br>({T}: Add {U}.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                      | <b>Island</b><br>Basic Land -- Island<br>({T}: Add {U}.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                           | <b>Kavaron Turbodrone</b> (2)(R)<br>Artifact Creature -- Robot Scout<br>{T}: Target creature you control gets +1/+1 and gains haste until end of turn. Activate only as a sorcery.<br>[sideboard]<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                   |
| <b>Kav Landseeker</b> (3)(R)<br>Creature -- Kavu Soldier<br>Menace (This creature can't be blocked except by two or more creatures.)<br>When this creature enters, create a Lander token. At the beginning of the end step on your next turn, sacrifice that 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><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Knight Luminary</b> (3)(W)<br>Creature -- Human Knight<br>When this creature enters, create a 1/1 white Human Soldier creature token.<br>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.)<br>[sideboard]<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Lithobraking</b> (2)(R)<br>Instant<br>Create a Lander token. Then you may sacrifice an artifact. When you do, Lithobraking deals 2 damage to each 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.")<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Loading Zone</b> (3)(G)<br>Enchantment<br>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.<br>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.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <b>Mechanozoa</b> <div> 4 U U </div> </div> <div> Artifact Creature -- Robot Jellyfish </div> <div> <p>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.)</p> <p>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.)</p> <div>[sideboard]</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Meltstrider's Gear</b> <div> G </div> </div> <div> Artifact -- Equipment </div> <div> <p>When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+1 and has reach.</p> <p>Equip {5} ({5}: Attach to target creature you control. Equip only as a sorcery.)</p> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Meltstrider's Resolve</b> <div> G </div> </div> <div> Enchantment -- Aura </div> <div> <p>Enchant creature you control</p> <p>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.)</p> <p>Enchanted creature gets +0/+2 and can't be blocked by more than one creature.</p> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Mountain</b> </div> <div> Basic Land -- Mountain </div> <div> <p>({T}: Add {R}.)</p> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                              |
| <div> <b>Mountain</b> </div> <div> Basic Land -- Mountain </div> <div> <p>({T}: Add {R}.)</p> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                   | <div> <b>Nanoform Sentinel</b> <div> 2 U </div> </div> <div> Artifact Creature -- Robot </div> <div> <p>Whenever this creature becomes tapped, untap another target permanent. This ability triggers only once each turn.</p> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                    | <div> <b>Nutrient Block</b> <div> 1 </div> </div> <div> Artifact -- Food </div> <div> <p>Indestructible (Effects that say "destroy" don't destroy this artifact.)</p> <p>{2}, {T}, Sacrifice this artifact: You gain 3 life.</p> <p>When this artifact is put into a graveyard from the battlefield, draw a card.</p> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                 | <div> <b>Orbital Plunge</b> <div> 3 R </div> </div> <div> Sorcery </div> <div> <p>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.")</p> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

Playtest cards - bolov0 - 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

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| <div><div><div>Perigee Beckoner</div><div><div>4</div><div>B</div></div></div><div><div>Creature -- Horror</div><div>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."<br/>Warp {1}{B} (You may cast this card from your hand for its warp cost.<br/>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div><div>[sideboard]</div><div><div>4/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Pinnacle Kill-Ship</div><div><div>7</div></div></div><div><div>Artifact -- Spacecraft</div><div>When this Spacecraft enters, it deals 10 damage to up to one target creature.<br/>Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft.<br/>Station only as a sorcery. It's an artifact creature at 7+.)<br/>7+   Flying</div><div>[sideboard]</div><div><div>7/7</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Plains</div></div><div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                          | <div><div><div>Plasma Bolt</div><div><div>R</div></div></div><div><div>Sorcery</div><div>Plasma Bolt deals 2 damage to any target.<br/>Void -- Plasma Bolt deals 3 damage instead if a nonland permanent left the battlefield this turn or a spell was warped this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Radiant Strike</div><div><div>3</div><div>W</div></div></div><div><div>Instant</div><div>Destroy target artifact or tapped creature. You gain 3 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                      | <div><div><div>Sacred Foundry</div></div><div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                         | <div><div><div>Scour for Scrap</div><div><div>3</div><div>U</div></div></div><div><div>Instant</div><div>Choose one or both --<br/>* Search your library for an artifact card, reveal it, put it into your hand, then shuffle.<br/>* Return target artifact card from your graveyard to your hand.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Scout for Survivors</div><div><div>2</div><div>W</div></div></div><div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>       |

② ② W

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

When this creature enters, you may sacrifice an artifact. When you do, put a +1/+1 counter on target creature and draw a card.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑥

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.)

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2 G

Reach  
Whenever this creature blocks a  
creature with flying, this creature  
gets +5/+0 until end of turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{2}, {T}, Sacrifice another artifact or land: Draw a card.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

{2}, {T}, Sacrifice another artifact or land: Draw a card.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

{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.

1/1

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|                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
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| <b>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                           | <b>Swarm Culler</b> (3)(B)<br>Creature -- Insect Warrior<br>Flying<br>Whenever this creature becomes tapped, you may sacrifice another creature or artifact. If you do, draw a card.<br>[sideboard]<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Syr Vondam, Sunstar Exemplar</b> (W)(B)<br>Legendary Creature -- Human Knight<br>Vigilance, menace<br>Whenever another creature you control dies or is put into exile, put a +1/+1 counter on Syr Vondam and you gain 1 life.<br>When Syr Vondam dies or is put into exile while its power is 4 or greater, destroy up to one target nonland permanent.<br>[sideboard]<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Tezzeret, Cruel Captain</b> (3)<br>Legendary Planeswalker -- Tezzeret<br>Whenever an artifact you control enters, put a loyalty counter on Tezzeret.<br>[0]: Untap target artifact or creature. If it's an artifact creature, put a +1/+1 counter on it.<br>[-3]: Search your library for an artifact card with mana value 1 or less, reveal it, put it into your hand, then shuffle.<br>[-7]: You get an emblem with "At the beginning of combat on your turn, put three +1/+1 counters on target artifact you control. If it's not a creature, it becomes a 0/0 Robot artifact creature."<br>[sideboard]<br><div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <b>Uthros Psionicist</b> (2)(U)<br>Creature -- Jellyfish Scientist<br>The second spell you cast each turn costs {2} less to cast.<br>[sideboard]<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Uthros Psionicist</b> (2)(U)<br>Creature -- Jellyfish Scientist<br>The second spell you cast each turn costs {2} less to cast.<br>[sideboard]<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                    | <b>Vaultguard Trooper</b> (4)(R)<br>Creature -- Kavu Soldier<br>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.<br>[sideboard]<br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                      | <b>Virus Beetle</b> (1)(B)<br>Artifact Creature -- Insect<br>When this creature enters, each opponent discards a card.<br>[sideboard]<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |

Playtest cards - bolov0 - 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 10/11 - 8 cards - 2.5 x 3.5 in each

① ②

[sideboard]

1/1

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4 B

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev