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| <div>Anticausal Vestige 6</div> <div>Creature -- Eldrazi</div> <div>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.)</div> <div>[sideboard]</div> <div>7/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Archenemy's Charm B B B</div> <div>Instant</div> <div>Choose one --<br/>* Exile target creature or planeswalker.<br/>* Return one or two target creature and/or planeswalker cards from your graveyard to your hand.<br/>* Put two +1/+1 counters on target creature you control. It gains lifelink until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Atmospheric Greenhouse 4 G</div> <div>Artifact -- Spacecraft</div> <div>When this Spacecraft enters, put a +1/+1 counter on each creature you control.<br/>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+.)<br/>8+   Flying, trample</div> <div>[sideboard]</div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Chrome Companion 2</div> <div>Artifact Creature -- Dog</div> <div>Whenever this creature becomes tapped, you gain 1 life.<br/>{2}, {T}: Put target card from a graveyard on the bottom of its owner's library.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                 |
| <div>Cryogen Relic 1 U</div> <div>Artifact</div> <div>When this artifact enters or leaves the battlefield, draw a card.<br/>{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.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                       | <div>Cryogen Relic 1 U</div> <div>Artifact</div> <div>When this artifact enters or leaves the battlefield, draw a card.<br/>{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.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                | <div>Cut Propulsion 2 R</div> <div>Instant</div> <div>Target creature deals damage to itself equal to its power. If that creature has flying, it deals twice that much damage to itself instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                           | <div>Dawnstrike Vanguard 5 W</div> <div>Creature -- Human Knight</div> <div>Lifelink<br/>At the beginning of your end step, if you control two or more tapped creatures, put a +1/+1 counter on each creature you control other than this creature.</div> <div>[sideboard]</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div> <b>Decode Transmissions</b> <span>2</span><span>B</span> </div> <div>Sorcery</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                    | <div> <b>Decode Transmissions</b> <span>2</span><span>B</span> </div> <div>Sorcery</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                              | <div> <b>Diplomatic Relations</b> <span>2</span><span>G</span> </div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Drix Fatemaker</b> <span>3</span><span>G</span> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> <div>3/2</div> </div> |
| <div> <b>Edge Rover</b> <span>G</span> </div> <div>Artifact Creature -- Robot Scout</div> <div> <p>Reach</p> <p>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.")</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> <div>2/2</div> </div> | <div> <b>Emergency Eject</b> <span>2</span><span>W</span> </div> <div>Instant</div> <div> <p>Destroy target nonland permanent. Its controller 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.")</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Eumidian Terrabotanist</b> <span>1</span><span>G</span> </div> <div>Creature -- Insect Druid</div> <div> <p>Landfall -- Whenever a land you control enters, you gain 1 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> <div>2/3</div> </div>                                                        | <div> <b>Focus Fire</b> <span>W</span> </div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                             |

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| <div> <b>Fungal Colossus</b> <div>66</div> </div> <div>           Creature -- Fungus Beast         </div> <div>           This spell costs {X} less to cast, where X is the number of differently named lands you control.         </div> <div>           [sideboard]         </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Fungal Colossus</b> <div>66</div> </div> <div>           Creature -- Fungus Beast         </div> <div>           This spell costs {X} less to cast, where X is the number of differently named lands you control.         </div> <div>           [sideboard]         </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Galactic Wayfarer</b> <div>26</div> </div> <div>           Creature -- Human Scout         </div> <div>           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.")         </div> <div>           [sideboard]         </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Gene Pollinator</b> <div>6</div> </div> <div>           Artifact Creature -- Robot Insect         </div> <div>           {T}, Tap an untapped permanent you control: Add one mana of any color.         </div> <div>           [sideboard]         </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Godless Shrine</b> </div> <div>           Land -- Plains Swamp         </div> <div>           ({T}: Add {W} or {B}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </div> <div>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>         | <div> <b>Gravblade Heavy</b> <div>3B</div> </div> <div>           Creature -- Human Soldier         </div> <div>           As long as you control an artifact, this creature gets +1/+0 and has deathtouch.         </div> <div>           [sideboard]         </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                | <div> <b>Gravkill</b> <div>3B</div> </div> <div>           Instant         </div> <div>           Exile target creature or Spacecraft.         </div> <div>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                 | <div> <b>Hullcarver</b> <div>B</div> </div> <div>           Artifact Creature -- Robot Assassin         </div> <div>           Deathtouch         </div> <div>           [sideboard]         </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                |

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| <div> <div>Hullcarver</div> <div> <div>B</div> </div> </div> <div> <div>Artifact Creature -- Robot Assassin</div> <div> <div>Deathtouch</div> <div>[sideboard]</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                   | <div> <div>Hymn of the Faller</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <div>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.)</div> <div>Void -- If a nonland permanent left the battlefield this turn or a spell was warped this turn, draw another card.</div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Icecave Crasher</div> <div> <div>3</div> <div>G</div> </div> </div> <div> <div>Creature -- Beast</div> <div> <div>Trample</div> <div>Landfall -- Whenever a land you control enters, this creature gets +1/+0 until end of turn.</div> </div> <div> <div>[sideboard]</div> </div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                    | <div> <div>Illvoi Galeblade</div> <div> <div>U</div> </div> </div> <div> <div>Creature -- Jellyfish Warrior</div> <div> <div>Flash</div> <div>Flying</div> <div>{2}, Sacrifice this creature: Draw a card.</div> </div> <div> <div>[sideboard]</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                |
| <div> <div>Illvoi Operative</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Jellyfish Rogue</div> <div> <div>Whenever you cast your second spell each turn, put a +1/+1 counter on this creature.</div> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Island</div> </div> <div> <div>Basic Land -- Island</div> <div> <div>{T}: Add {U}.</div> </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                 | <div> <div>Kavaron Skywarden</div> <div> <div>4</div> <div>R</div> </div> </div> <div> <div>Creature -- Kavu Soldier</div> <div> <div>Reach</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, put a +1/+1 counter on this creature.</div> </div> <div> <div>[sideboard]</div> </div> <div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Kavaron Turbodrone</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Artifact Creature -- Robot Scout</div> <div> <div>{T}: Target creature you control gets +1/+1 and gains haste until end of turn. Activate only as a sorcery.</div> </div> <div> <div>[sideboard]</div> </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <b>Mm'menon, Uthros Exile</b> (1)(U)(R)<br>Legendary Creature -- Jellyfish Advisor<br>Flying<br>Whenever an artifact you control enters, put a +1/+1 counter on target creature.<br>[sideboard]<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mountain</b><br>Basic Land -- Mountain<br>({T}: Add {R}.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                              | <b>Mountain</b><br>Basic Land -- Mountain<br>({T}: Add {R}.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                      | <b>Mouth of the Storm</b> (6)(U)<br>Creature -- Elemental<br>Flying<br>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br>When this creature enters, creatures your opponents control get -3/-0 until your next turn.<br>[sideboard]<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Nebula Dragon</b> (6)(R)<br>Creature -- Dragon<br>Flying<br>When this creature enters, it deals 3 damage to any target.<br>[sideboard]<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                       | <b>Nebula Dragon</b> (6)(R)<br>Creature -- Dragon<br>Flying<br>When this creature enters, it deals 3 damage to any target.<br>[sideboard]<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Nutrient Block</b> (1)<br>Artifact -- Food<br>Indestructible (Effects that say "destroy" don't destroy this artifact.)<br>{2}, {T}, Sacrifice this artifact: You gain 3 life.<br>When this artifact is put into a graveyard from the battlefield, draw a card.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Oreplate Pangolin</b> (1)(R)<br>Artifact Creature -- Robot Pangolin<br>Whenever another artifact you control enters, you may pay {1}. If you do, put a +1/+1 counter on this creature.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                      |

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| <div> <div>Oreplate Pangolin</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Artifact Creature -- Robot Pangolin</div> <div>Whenever another artifact you control enters, you may pay {1}. If you do, put a +1/+1 counter on this creature.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Oreplate Pangolin</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Artifact Creature -- Robot Pangolin</div> <div>Whenever another artifact you control enters, you may pay {1}. If you do, put a +1/+1 counter on this creature.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                      | <div> <div>Plains</div> </div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                 | <div> <div>Plasma Bolt</div> <div>R</div> </div> <div>Sorcery</div> <div>Plasma Bolt deals 2 damage to any target.</div> <div>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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>  |
| <div> <div>Radiant Strike</div> <div> <div>3</div> <div>W</div> </div> </div> <div>Instant</div> <div>Destroy target artifact or tapped creature. You gain 3 life.</div> <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                      | <div> <div>Reroute Systems</div> <div>W</div> </div> <div>Instant</div> <div>Choose one --</div> <div>* Target artifact or creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</div> <div>* Reroute Systems deals 2 damage to target tapped creature.</div> <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Roving Actuator</div> <div> <div>3</div> <div>R</div> </div> </div> <div>Artifact Creature -- Robot</div> <div>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.</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Scout for Survivors</div> <div> <div>2</div> <div>W</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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

Playtest cards - zarbo - 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> <b>Scout for Survivors</b> <span>2</span><span>W</span> </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> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Selfcraft Mechan</b> <span>3</span><span>U</span> </div> <div>Artifact Creature -- Robot Artificer</div> <div> When this creature enters, you may sacrifice an artifact. When you do, put a +1/+1 counter on target creature and draw a card. </div> <div>[sideboard]</div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Shattered Wings</b> <span>2</span><span>G</span> </div> <div>Sorcery</div> <div> 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.) </div> <div>[sideboard]</div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                          | <div> <b>Sinister Cryologist</b> <span>2</span><span>U</span> </div> <div>Creature -- Jellyfish Wizard</div> <div> 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.) </div> <div>[sideboard]</div> <div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Skystinger</b> <span>2</span><span>G</span> </div> <div>Creature -- Insect Warrior</div> <div> Reach<br/>Whenever this creature blocks a creature with flying, this creature gets +5/+0 until end of turn. </div> <div>[sideboard]</div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                 | <div> <b>Slagdrill Scrapper</b> <span>R</span> </div> <div>Artifact Creature -- Robot Scout</div> <div> {2}, {T}, Sacrifice another artifact or land: Draw a card. </div> <div>[sideboard]</div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                     | <div> <b>Sliver Overlord</b> <span>W</span><span>U</span><span>B</span><span>R</span><span>G</span> </div> <div>Legendary Creature -- Sliver Mutant</div> <div> {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.) </div> <div>[sideboard]</div> <div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Space-Time Anomaly</b> <span>2</span><span>W</span><span>U</span> </div> <div>Sorcery</div> <div> Target player mills cards equal to your life total. </div> <div>[sideboard]</div> <div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                   |

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| <div> <div>Starfighter Pilot</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Pilot</div> <div> Whenever this creature becomes tapped, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) </div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Starfighter Pilot</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Pilot</div> <div> Whenever this creature becomes tapped, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) </div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                           | <div> <div>Sunstar Chaplain</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> At the beginning of your end step, if you control two or more tapped creatures, put a +1/+1 counter on target creature you control. {2}, Remove a +1/+1 counter from a creature you control: Tap target artifact or creature. </div> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                | <div> <div>Swamp</div> </div> <div> <div>Basic Land -- Swamp</div> <div> ({T}: Add {B}.) </div> <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                            |
| <div> <div>Swamp</div> </div> <div> <div>Basic Land -- Swamp</div> <div> ({T}: Add {B}.) </div> <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                         | <div> <div>Syr Vondam, the Lucent</div> <div> <div>2</div> <div>W</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Human Knight</div> <div> Deathtouch, lifelink<br/> Whenever Syr Vondam enters or attacks, other creatures you control get +1/+0 and gain deathtouch until end of turn. </div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Systems Override</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Sorcery</div> <div> Gain control of target artifact or creature until end of turn. Untap that permanent. It gains haste until end of turn. If it's a Spacecraft, put ten charge counters on it. If you do, remove ten charge counters from it at the beginning of the next end step. </div> <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Tannuk, Memorial Ensign</div> <div> <div>1</div> <div>R</div> <div>G</div> </div> </div> <div> <div>Legendary Creature -- Kavu Pilot</div> <div> 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. </div> <div>[sideboard]</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |



②

When this Spacecraft enters, surveil  
2.

4+ | Flying

**2/2**

②

When this Spacecraft enters, surveil  
2.

4+ | Flying

**2/2**

②

When this Spacecraft enters, surveil  
2.

4+ | Flying

2/2

**X B**

Destroy all creatures with toughness X or less. You lose X life. If X is 6 or more, return a creature card put into a graveyard this way to the battlefield under your control.

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