

All-Fates Scroll ③ 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Auxiliary Boosters ④ W Artifact -- Equipment When this Equipment enters, create a 2/2 colorless Robot artifact creature token and attach this Equipment to it. Equipped creature gets +1/+2 and has flying. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blooming Stinger ① G Creature -- Plant Scorpion Deathtouch When this creature enters, another target creature you control gains deathtouch until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blooming Stinger ① G Creature -- Plant Scorpion Deathtouch When this creature enters, another target creature you control gains deathtouch until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Chorale of the Void ③ B Enchantment -- Aura Enchant creature you control Whenever enchanted creature attacks, put target creature card from defending player's graveyard onto the battlefield under your control tapped and attacking. Void -- At the beginning of your end step, sacrifice this Aura unless a nonland permanent left the battlefield this turn or a spell was warped this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Command Bridge Land This land enters tapped. When this land enters, sacrifice it unless you tap an untapped permanent you control. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Depressurize ① B Instant 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	Eusocial Engineering ③ G G Enchantment 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Focus Fire 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Focus Fire 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G

When this creature enters, you gain 2 life.

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.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Exile target creature or Spacecraft.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Flying
When this creature dies, create a
tapped 2/2 colorless Robot artifact
creature token.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Deathtouch

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ W

When this creature enters, create a 1/1 white Human Soldier creature token.

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.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B B

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.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seedship Agrarian36 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Survey Mechan4 Artifact Creature -- Robot Flying Hexproof (This creature can't be the target of spells or abilities your opponents control.) {10}, Sacrifice this creature: It deals 3 damage to any target. Target player draws three cards and gains 3 life. This ability costs {X} less to activate, where X is the number of differently named lands you control. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp

Basic Land -- Swamp

$$(\{T\} : \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Syr Vondam, the Lucent (2)(W)(B)(B)

Legendary Creature -- Human Knight

Deathtouch, lifelink
Whenever Syr Vondam enters or attacks, other creatures you control get +1/+0 and gain deathtouch until end of turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Sorcerv

Target creature gets -2/-2 until end of turn.
Void -- That creature gets -10/-10 until end of turn instead if a nonland permanent left the battlefield this turn or a spell was warped this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Artifact Creature -- Insect

When this creature enters, each opponent discards a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Xu-Ifit, Osteoharmonist (1)(B)(B)

Legendary Creature -- Human Wizard

`{T}`: Return target creature card from your graveyard to the battlefield. It's a Skeleton in addition to its other types and has no abilities. Activate only as a sorcery.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Alpharael, Dreaming Acolyte (1)(U)(B) 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	Auxiliary Boosters (4)(W) Artifact -- Equipment When this Equipment enters, create a 2/2 colorless Robot artifact creature token and attach this Equipment to it. Equipped creature gets +1/+2 and has flying. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Biosynthetic Burst (1)(G) Instant Put a +1/+1 counter on target creature you control. It gains reach, trample, and indestructible until end of turn. Untap it. (Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAY botbox.dev
Brightspear Zealot (2)(W) Creature -- Human Soldier Vigilance This creature gets +2/+0 as long as you've cast two or more spells this turn. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cerebral Download (4)(U) Instant Surveil X, where X is the number of artifacts you control. Then draw three cards. (To surveil X, look at the top X cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chrome Companion (2) Artifact Creature -- Dog 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. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Close Encounter (1)(G) Instant As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile. Close Encounter deals damage equal to the power of the chosen creature or card to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cloudsculpt Technician (2)(U) Creature -- Jellyfish Artificer Flying As long as you control an artifact, this creature gets +1/+0. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cloudsculpt Technician (2)(U) Creature -- Jellyfish Artificer Flying As long as you control an artifact, this creature gets +1/+0. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consult the Star Charts (1)(U) Instant Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.) Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Dockworker Drone (1)(W) Artifact Creature -- Robot This creature enters with a +1/+1 counter on it. When this creature dies, put its counters on target creature you control. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drix Fatemaker (3)(G) Creature -- Drix Wizard 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.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eumidian Terrabotanist (1)(G) Creature -- Insect Druid Landfall -- Whenever a land you control enters, you gain 1 life. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faller's Faithful (2)(B) Creature -- Human Wizard When this creature enters, destroy up to one other target creature. If that creature wasn't dealt damage this turn, its controller draws two cards. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fungal Colossus (6)(G) 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	Galvanizing Sawship (5)(R) Artifact -- Spacecraft 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 3+.) 3+ Flying, haste [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hardlight Containment (W) Enchantment -- Aura Enchant artifact you control When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield. Enchanted permanent has ward {1}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hullcarver (B) Artifact Creature -- Robot Assassin Deathtouch [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Icecave Crasher (3)(G) Creature -- Beast Trample Landfall -- Whenever a land you control enters, this creature gets +1/+0 until end of turn. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Insatiable Skittermaw (2)(B) 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 PLAY botbox.dev	Kav Landseeker (3)(R) Creature -- Kavv Soldier Menace (This creature can't be blocked except by two or more creatures.) 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.") [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kav Landseeker 3 R Creature -- Kavv Soldier Menace (This creature can't be blocked except by two or more creatures.) 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.") [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lithobraking 2 R Instant 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.") [sideboard] 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	Lost in Space 3 U Instant Target artifact or creature's owner puts it on their choice of the top or bottom of their library. 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
Mechan Assembler 4 U Artifact Creature -- Robot Artificer Whenever another artifact you control enters, create a 2/2 colorless Robot artifact creature token. This ability triggers only once each turn. [sideboard] 4/4 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	Melded Moxite 1 R Artifact When this artifact enters, you may discard a card. If you do, draw two cards. {3}, Sacrifice this artifact: Create a tapped 2/2 colorless Robot artifact creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Melded Moxite 1 R Artifact When this artifact enters, you may discard a card. If you do, draw two cards. {3}, Sacrifice this artifact: Create a tapped 2/2 colorless Robot artifact creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Whenever a creature you control with a +1/+1 counter on it dies, draw a card.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Enchant creature you control
When this Aura enters, enchanted
creature fights up to one target
creature an opponent controls. (Each
deals damage equal to its power to
the other.)
Enchanted creature gets +0/+2 and
can't be blocked by more than one
creature.

botbox.dev

③ ④

During your turn, other creatures you control get +1/+0.

Warp {1}{R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

This spell costs {1} less to cast during your turn.
Tap target artifact or creature.
Draw a card.

botbox.dev

①

Indestructible (Effects that say "destroy" don't destroy this artifact.)
{2}, {T}, Sacrifice this artifact:
You gain 3 life.
When this artifact is put into a graveyard from the battlefield, draw a card.

botbox.dev

① ② R

Whenever another artifact you control enters, you may pay {1}. If you do, put a +1/+1 counter on this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

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.

botbox.dev

3 R

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.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Robe of Stars 1 W Artifact -- Equipment Equipped creature gets +0/+3. Astral Projection -- {1}{W}: Equipped creature phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.) Equip {1} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roving Actuator 3 R Artifact Creature -- Robot Void -- When this creature enters, if a nonland permanent left the battlefield this turn or a spell was warped this turn, exile up to one target instant or sorcery card with mana value 2 or less from your graveyard. Copy it. You may cast the copy without paying its mana cost. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sami's Curiosity G Sorcery You gain 2 life. 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
Scavenger Grounds Land -- Desert {T}: Add {C}. {2}, {T}, Sacrifice a Desert: Exile all graveyards. [sideboard] 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	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	Stomping Ground Land -- Mountain Forest ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tractor Beam 2 U U 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 PLAY botbox.dev	Unravel 1 U U Instant Counter target spell. If the amount of mana spent to cast that spell was less than its mana value, you draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Uthros Psionicist 2 U Creature -- Jellyfish Scientist The second spell you cast each turn costs {2} less to cast. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Weftblade Enhancer 5 W Creature -- Drix Artificer When this creature enters, put a +1/+1 counter on each of up to two target creatures. Warp {2}{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] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wurmwall Sweeper 2 Artifact -- Spacecraft When this Spacecraft enters, surveil 2. Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 4+.) 4+ Flying [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev		