Astelli Reclaimer {3}{W}{W}

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

Banishing Light {2}{W}

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

Banishing Light {2}{W}

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

Biotech Specialist {R}{G}

Creature -- Insect Scientist

When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")
Whenever you sacrifice an artifact, this creature deals 2 damage to target opponent.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT 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.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breeding Pool

Land -- Forest Island

({T}: Add {G} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT 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

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

Playtest cards - KO_Mak - Limited (Limited RC Super Qualifier) sheet 1/11 - 8 cards - 2.5 x 3.5 in each

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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

Comet Crawler (2)(B)

Creature -- Insect Horror

Lifelink
Whenever this creature attacks, you may sacrifice another creature or artifact. If you do, this creature gets +2/+0 until end of turn.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Comet Crawler (2)(B)

Creature -- Insect Horror

Lifelink
Whenever this creature attacks, you may sacrifice another creature or artifact. If you do, this creature gets +2/+0 until end of turn.

[sideboard]

2/3

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.

[sideboard]

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cryoshatter (U)

Enchantment -- Aura

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Debris Field Crusher (4)(R)

Artifact -- Spacecraft

When this Spacecraft enters, it deals 3 damage to any target.
Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 8+.)
8+ | Flying
{1}{R}: This Spacecraft gets +2/+0 until end of turn.

[sideboard]

1/5

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.

[sideboard]

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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

Divert Disaster {1}{U}

Instant

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.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Divert Disaster {1}{U}

Instant

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.")

[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

Drill Too Deep {1}{R}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dual-Sun Technique {1}{W}

Instant

Target creature you control gains double strike until end of turn. If it has a +1/+1 counter on it, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dubious Delicacy {2}{B}

Artifact -- Food

Flash
When this artifact enters, up to one target creature gets -3/-3 until end of turn.
{2}, {T}, Sacrifice this artifact: You gain 3 life.
{2}, {T}, Sacrifice this artifact: Target opponent loses 3 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elegy Acolyte {2}{B}{B}

Creature -- Human Cleric

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.

[sideboard]

4/4

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Elegy Acolyte {2}{B}{B}

Creature -- Human Cleric

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.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emergency Eject {2}{W}

Instant

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.")

[sideboard]

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

Focus Fire {W}

Instant

Focus Fire deals X damage to target attacking or blocking creature, where X is 2 plus the number of creatures and/or Spacecraft you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Galactic Wayfarer {2}{G}

Creature -- Human Scout

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.")

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gene Pollinator {G}

Artifact Creature -- Robot Insect

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

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Germinating Wurm {4}{G}

Creature -- Plant Wurm

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.)

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glacier Godmaw {5}{G}{G}

Creature -- Leviathan

Trample
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.")
Landfall -- Whenever a land you control enters, creatures you control get +1/+1 and gain vigilance and haste until end of turn.

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Gravblade Heavy (3)(B)

Creature -- Human Soldier

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

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honor (W)

Sorcery

Put a +1/+1 counter on target creature.
Draw a card.

[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

Illvoi Infiltrator (2)(U)

Creature -- Jellyfish Rogue

This creature can't be blocked if you've cast two or more spells this turn.
Whenever this creature deals combat damage to a player, draw a card.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Illvoi Light Jammer (1)(U)

Artifact -- Equipment

Flash
When this Equipment enters, attach it to target creature you control. That creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)
Equipped creature gets +1/+2.
Equip {3}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Intrepid Tenderfoot (1)(G)

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 PLAY botbox.dev

Kavaron Turbodrone (2)(R)

Artifact Creature -- Robot Scout

{T}: Target creature you control gets +1/+1 and gains haste until end of turn. Activate only as a sorcery.

[sideboard]

2/3

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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 Navigator {1}{U}

Artifact Creature -- Robot Pilot

Whenever this creature becomes tapped, draw a card, then discard a card.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mechanozoa {4}{U}{U}

Artifact Creature -- Robot Jellyfish

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.)
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]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mechanozoa {4}{U}{U}

Artifact Creature -- Robot Jellyfish

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.)
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]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monoist Sentry {B}

Artifact Creature -- Robot

Defender

[sideboard]

4/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nebula Dragon {6}{R}

Creature -- Dragon

Flying
When this creature enters, it deals 3 damage to any target.

[sideboard]

4/4

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Orbital Plunge {3}{R}

Sorcery

Orbital Plunge deals 6 damage to target creature. If excess damage was dealt this way, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Possibility Technician {2}{R}

Creature -- Kavu Artificer

Whenever this creature or another Kavu you control enters, exile the top card of your library. For as long as that card remains exiled, you may play it if you control a Kavu.
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 PLAY botbox.dev

Radiant Strike {3}{W}

Instant

Destroy target artifact or tapped creature. You gain 3 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rayblade Trooper {2}{W}

Creature -- Human Soldier

When this creature enters, put a +1/+1 counter on target creature you control.
Whenever a nontoken creature you control with a +1/+1 counter on it dies, 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.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rayblade Trooper {2}{W}

Creature -- Human Soldier

When this creature enters, put a +1/+1 counter on target creature you control.
Whenever a nontoken creature you control with a +1/+1 counter on it dies, 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.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Tiger Mechan {3}{R}

Artifact Creature -- Robot Cat

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

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rescue Skiff {5}{W}

Artifact -- Spacecraft

When this Spacecraft enters, return target creature or enchantment card from your graveyard to the battlefield.
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 10+.)
10+ | Flying

[sideboard]

5/6

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]

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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

Ruinous Rampage {1}{R}{R}

Sorcery

Choose one --
* Ruinous Rampage deals 3 damage to each opponent.
* Exile all artifacts with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seedship Impact {1}{G}

Instant

Destroy target artifact or enchantment. If its mana value was 2 or less, 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

Skystinger {2}{G}

Creature -- Insect Warrior

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

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slagdrill Scrapper {R}

Artifact Creature -- Robot Scout

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

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Squire's Lightblade {W}

Artifact -- Equipment

Flash
When this Equipment enters, attach it to target creature you control. That creature gains first strike until end of turn.
Equipped creature gets +1/+0.
Equip {3}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Squire's Lightblade {W}

Artifact -- Equipment

Flash
When this Equipment enters, attach it to target creature you control. That creature gains first strike until end of turn.
Equipped creature gets +1/+0.
Equip {3}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT 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

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Starfield Vocalist {3}{U}

Creature -- Human Bard

If a permanent entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.
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]

3/4

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

Sunstar Expansionist {1}{W}

Creature -- Human Knight

When this creature enters, if an opponent controls more lands than 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.")
Landfall -- Whenever a land you control enters, this creature gets +1/+0 until end of turn.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Susurian Voidborn {2}{B}

Creature -- Vampire Soldier

Whenever this creature or another creature or artifact you control dies, target opponent loses 1 life and you gain 1 life.
Warp {B} (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]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

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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.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Systems Override {2}{R}

Sorcery

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tannuk, Memorial Ensign {1}{R}{G}

Legendary Creature -- Kavu Pilot

Landfall -- Whenever a land you control enters, Tannuk deals 1 damage to each opponent. If this is the second time this ability has resolved this turn, draw a card.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thaumaton Torpedo {1}

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 PLAY botbox.dev

Tragic Trajectory {B}

Sorcery

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Virulent Silencer {3}

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 PLAY botbox.dev

Virus Beetle {1}{B}

Artifact Creature -- Insect

When this creature enters, each opponent discards a card.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Virus Beetle {1}{B}

Artifact Creature -- Insect

When this creature enters, each opponent discards a card.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Vote Out {3}{B}

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Destroy target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wurmwall Sweeper {2}

Artifact -- Spacecraft

When this Spacecraft enters, surveil 2.
Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 4+.)
4+ | Flying

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zealous Display {2}{W}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zookeeper Mechan {1}{R}

Artifact Creature -- Robot

{T}: Add {R}.
{6}{R}: Target creature you control gets +4/+0 until end of turn. Activate only as a sorcery.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - KO_Mak - Limited (Limited RC Super Qualifier) sheet 11/11 - 4 cards - 2.5 x 3.5 in each

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.