Annul (U)

Instant

Counter target artifact or enchantment spell.

[sideboard]

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

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

Biosynthic 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

Bombard (2)(R)

Instant

Bombard deals 4 damage to target creature.

[sideboard]

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

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

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Cosmogrand Zenith {2}{W}

Creature -- Human Soldier

Whenever you cast your second spell each turn, choose one --
* Create two 1/1 white Human Soldier creature tokens.
* Put a +1/+1 counter on each creature you control.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cryogen Relic {1}{U}

Artifact

When this artifact enters or leaves the battlefield, draw a card.
{1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.)

[sideboard]

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

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

Crystal Quarry

Land

{T}: Add {C}.
{5}, {T}: Add {W}{U}{B}{R}{G}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Endurance {1}{B}

Instant

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decode Transmissions {2}{B}

Sorcery

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decode Transmissions {2}{B}

Sorcery

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

[sideboard]

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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]

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

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

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

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

Dyadrine, Synthesis Amalgam {X}{G}{W}

Legendary Artifact Creature -- Construct

Trample
Dyadrine enters with a number of +1/+1 counters on it equal to the amount of mana spent to cast it.
Whenever you attack, you may remove a +1/+1 counter from each of two creatures you control. If you do, draw a card and create a 2/2 colorless Robot artifact creature token.

[sideboard]

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Embrace Oblivion {B}

Sorcery

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

[sideboard]

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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

Emissary Escort {1}{U}

Artifact Creature -- Robot Soldier

This creature gets +X/+0, where X is the greatest mana value among other artifacts you control.

[sideboard]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Endless Sands

Land -- Desert

{T}: Add {C}.
{2}, {T}: Exile target creature you control.
{4}, {T}, Sacrifice this land: Return each creature card exiled with this land to the battlefield under its owner's control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Entropic Battlecruiser {3}{B}

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 8+.)
1+ | Whenever an opponent discards a card, they lose 3 life.
8+ | Flying, deathtouch
Whenever this Spacecraft attacks, each opponent discards a card. Each opponent who can't loses 3 life.

[sideboard]

3/10

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

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exosuit Savior {2}{W}

Creature -- Human Soldier

Flying
When this creature enters, return up to one other target permanent you control to its owner's hand.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exosuit Savior {2}{W}

Creature -- Human Soldier

Flying
When this creature enters, return up to one other target permanent you control to its owner's hand.

[sideboard]

2/2

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Fell Gravship {2}{B}

Artifact -- Spacecraft

When this Spacecraft enters, mill three cards, then return a creature or Spacecraft card from your graveyard to your hand.
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, lifelink

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fell Gravship {2}{B}

Artifact -- Spacecraft

When this Spacecraft enters, mill three cards, then return a creature or Spacecraft card from your graveyard to your hand.
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, lifelink

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flight-Deck Coordinator {2}{W}

Creature -- Human Soldier

At the beginning of your end step, if you control two or more tapped creatures, you gain 2 life.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

[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

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

Gravkill {3}{B}

Instant

Exile target creature or Spacecraft.

[sideboard]

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

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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

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

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

Inventors' Fair

Legendary Land

At the beginning of your upkeep, if you control three or more artifacts, you gain 1 life.
{T}: Add {C}.
{4}, {T}, Sacrifice Inventors' Fair: Search your library for an artifact card, reveal it, put it into your hand, then shuffle. Activate only if you control three or more artifacts.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kav Landseeker {3}{R}

Creature -- Kavu 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

Luxknight Breacher {3}{W}

Creature -- Human Knight

This creature enters with a +1/+1 counter on it for each other creature and/or artifact you control.

[sideboard]

2/2

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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

Meltstrider's Resolve {G}

Enchantment -- Aura

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Memorial Team Leader {3}{R}

Creature -- Kavu Soldier

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.)

[sideboard]

4/3

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

Nanoform Sentinel {2}{U}

Artifact Creature -- Robot

Whenever this creature becomes tapped, untap another target permanent. This ability triggers only once each turn.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nebula Dragon {6}{R}

Creature -- Dragon

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

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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]

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Ouroboroid {2}{G}{G}

Creature -- Plant Wurm

At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Perigee Beckoner {4}{B}

Creature -- Horror

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."
Warp {1}{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]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

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

Radiant Strike {3}{W}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reroute Systems {W}

Instant

Choose one --
* Target artifact or creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)
* Reroute Systems deals 2 damage to target tapped creature.

[sideboard]

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

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

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

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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

Scrounge for Eternity {2}{B}

Sorcery

As an additional cost to cast this spell, sacrifice an artifact or creature.
Return target creature or Spacecraft card with mana value 5 or less from your graveyard to the battlefield. Then 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

Secluded Starforge

Land

{T}: Add {C}.
{2}, {T}, Tap X untapped artifacts you control: Target creature gets +X/+0 until end of turn. Activate only as a sorcery.
{5}, {T}: Create a 2/2 colorless Robot artifact creature token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Selfcraft Mechan {3}{U}

Artifact Creature -- Robot Artificer

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

[sideboard]

3/4

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

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

Susurian Dirgecraft {4}{B}

Artifact -- Spacecraft

When this Spacecraft enters, each opponent sacrifices a nontoken creature of their choice.
Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 7+.)
7+ | Flying

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swarm Culler {3}{B}

Creature -- Insect Warrior

Flying
Whenever this creature becomes tapped, you may sacrifice another creature or artifact. If you do, draw a card.

[sideboard]

2/4

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

Territorial Bruntar {4}{R}{R}

Creature -- Beast

Reach
Landfall -- Whenever a land you control enters, exile cards from the top of your library until you exile a nonland card. You may cast that card this turn.

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Territorial Bruntar {4}{R}{R}

Creature -- Beast

Reach
Landfall -- Whenever a land you control enters, exile cards from the top of your library until you exile a nonland card. You may cast that card this turn.

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT 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

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

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

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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

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

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

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.