Atomic Microsizer {U}

Artifact -- Equipment

Equipped creature gets +1/+0.
Whenever equipped creature attacks, choose up to one target creature. That creature can't be blocked this turn and has base power and toughness 1/1 until end of turn.
Equip {2}

[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

Beamsaw Prospector {1}{B}

Creature -- Human Artificer

When this creature dies, 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]

2/1

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

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

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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

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

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

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Cosmogoyf {B}{G}

Creature -- Elemental Lhurgoyf

Cosmogoyf's power is equal to the number of cards you own in exile and its toughness is equal to that number plus 1.

[sideboard]

/1+

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cut Propulsion {2}{R}

Instant

Target creature deals damage to itself equal to its power. If that creature has flying, it deals twice that much damage to itself instead.

[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

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

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

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

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

Playtest cards - Molzador - Limited (Limited RC Super Qualifier) sheet 3/11 - 8 cards - 2.5 x 3.5 in each

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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

Full Bore (R)

Instant

Target creature you control gets +3/+2 until end of turn. If that creature was cast for its warp cost, it also gains trample and haste until end of turn.

[sideboard]

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

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

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

Gravpack Monoist (2)(B)

Creature -- Human Scout

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

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gravpack Monoist (2)(B)

Creature -- Human Scout

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

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Gravpack Monoist {2}{B}

Creature -- Human Scout

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

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harmonious Grovestrider {3}{G}{G}

Creature -- Beast

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
Harmonious Grovestrider's power and toughness are each equal to the number of lands you control.

[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

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

Illvoi Operative {1}{U}

Creature -- Jellyfish Rogue

Whenever you cast your second spell each turn, put a +1/+1 counter on this creature.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kavaron Harrier {R}

Artifact Creature -- Robot Soldier

Whenever this creature attacks, you may pay {2}. If you do, create a 2/2 colorless Robot artifact creature token that's tapped and attacking. Sacrifice that token at end of combat.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kavaron Harrier {R}

Artifact Creature -- Robot Soldier

Whenever this creature attacks, you may pay {2}. If you do, create a 2/2 colorless Robot artifact creature token that's tapped and attacking. Sacrifice that token at end of combat.

[sideboard]

2/1

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

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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

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

Meltstrider's Gear {G}

Artifact -- Equipment

When this Equipment enters, attach it to target creature you control. Equipped creature gets +2/+1 and has reach.
Equip {5} ({5}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monoist Circuit-Feeder {4}{B}{B}

Artifact Creature -- Nautilus

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.

[sideboard]

4/4

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Nutrient Block (1)

Artifact -- Food

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pinnacle Kill-Ship (7)

Artifact -- Spacecraft

When this Spacecraft enters, it deals 10 damage to up to one target creature.
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]

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plasma Bolt (R)

Sorcery

Plasma Bolt deals 2 damage to any target.
Void -- Plasma Bolt deals 3 damage 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

Plasma Bolt (R)

Sorcery

Plasma Bolt deals 2 damage to any target.
Void -- Plasma Bolt deals 3 damage 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

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Possibility Technician 2R

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

Red Tiger Mechan 3R

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

Red Tiger Mechan 3R

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

Requiem Monolith 2B

Artifact

{T}: Until end of turn, target creature gains "Whenever this creature is dealt damage, you draw that many cards and lose that much life." That creature's controller may have this artifact deal 1 damage to it. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruinous Rampage 1RR

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 Broodtender BG

Creature -- Insect Citizen

When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)
{3}{B}{G}, Sacrifice this creature: Return target creature or Spacecraft card from your graveyard to the battlefield. Activate only as a sorcery.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sinister Cryologist 2U

Creature -- Jellyfish Wizard

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.)

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starbreach Whale 4U

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

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

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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

Starport Security {W}

Artifact Creature -- Robot Soldier

{3}{W}, {T}: Tap another target creature. This ability costs {2} less to activate if you control a creature with a +1/+1 counter on it.

[sideboard]

1/1

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

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

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[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

Tapestry Warden {3}{G}

Artifact Creature -- Robot Soldier

Vigilance
Each creature you control with toughness greater than its power assigns combat damage equal to its toughness rather than its power.
Each creature you control with toughness greater than its power stations permanents using its toughness rather than its power.

[sideboard]

3/4

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

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Thawbringer {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.)

[sideboard]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thawbringer {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.)

[sideboard]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Seriema {1}{W}{W}

Legendary Artifact -- Spacecraft

When The Seriema enters, search your library for a legendary creature card, reveal it, put it into your hand, then shuffle.
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
Other tapped legendary creatures you control have indestructible.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Umbral Collar Zealot {1}{B}

Creature -- Human Cleric

Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

3/2

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

Warmaker Gunship {2}{R}

Artifact -- Spacecraft

When this Spacecraft enters, it deals damage equal to the number of artifacts you control to target creature an opponent controls.
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 6+.)
6+ | Flying

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wedgelight Rammer {3}{W}

Artifact -- Spacecraft

When this Spacecraft enters, create a 2/2 colorless Robot artifact creature token.
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 9+.)
9+ | Flying, first strike

[sideboard]

3/4

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

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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

Weftstalker Ardent {2}{R}

Creature -- Drix Artificer

Whenever another creature or artifact you control enters, this creature deals 1 damage to each opponent.
Warp {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]

2/3

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

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 - Molzador - 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.