Alpharael, Dreaming Acolyte 1UB

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

Alpharael, Dreaming Acolyte 1UB

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

Annul U

Instant

Counter target artifact or enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Atmospheric Greenhouse 4G

Artifact -- Spacecraft

When this Spacecraft enters, put a +1/+1 counter on each creature you control.
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, trample

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Beamsaw Prospector 1B

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

Beamsaw Prospector 1B

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

Beamsaw Prospector 1B

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 1G

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

Playtest cards - PNascimento - Limited (Limited RC Super Qualifier) sheet 1/11 - 8 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.

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

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

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

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

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

Cosmograند 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

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.

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

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

Dauntless Scrapbot {3}

Artifact Creature -- Robot

When this creature enters, exile each opponent's graveyard. 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]

3/1

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

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

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

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

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.

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

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

Edge Rover {G}

Artifact Creature -- Robot Scout

Reach
When this creature dies, each player creates a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")

[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

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

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

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Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frontline War-Rager (2)(R)

Creature -- Kavu Soldier

At the beginning of your end step, if you control two or more tapped creatures, put a +1/+1 counter on this creature.

[sideboard]

2/3

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

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

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

Gigastorm Titan (4)(U)

Creature -- Elemental

This spell costs {3} less to cast if you've cast another spell this turn.

[sideboard]

4/4

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

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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

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

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

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

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

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

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

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.

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

Mental Modulation {1}{U}

Instant

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

[sideboard]

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

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

Playtest cards - PNascimento - Limited (Limited RC Super Qualifier) sheet 7/11 - 8 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.

Plains

Basic Land -- Plains

({T}: Add {W}.)

[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

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

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

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

Sami, Ship's Engineer (2)(R)(W)

Legendary Creature -- Human Artificer

At the beginning of your end step, if you control two or more tapped creatures, create a tapped 2/2 colorless Robot artifact creature token.

[sideboard]

2/4

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

Playtest cards - PNascimento - Limited (Limited RC Super Qualifier) sheet 8/11 - 8 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.

Sinister Cryologist {2}{U}

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

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

Space-Time Anomaly {2}{W}{U}

Sorcery

Target player mills cards equal to your life total.

[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

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

Sunset Saboteur {1}{B}

Creature -- Human Rogue

Menace
Ward--Discard a card.
Whenever this creature attacks, put a +1/+1 counter on target creature an opponent controls.

[sideboard]

4/1

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

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

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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

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

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

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

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

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

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

Playtest cards - PNascimento - Limited (Limited RC Super Qualifier) sheet 10/11 - 8 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.

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

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

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

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

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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.