

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	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	Embrace Oblivion (B) Sorcery As an additional cost to cast this spell, sacrifice an artifact or creature. Destroy target creature or Spacecraft. [sideboard] 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	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] 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

G

Whenever this creature becomes tapped, another target creature you control gets +X/+X until end of turn, where X is this creature's power.

1/1

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B

1/1

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(B)

Equipped creature gets +3/+1.
Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, attach this Equipment to target creature you control.
Equip {4} ({4}: Attach to target creature you control. Equip only as a sorcery.)

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① ② B

Surveil 1, then you draw a card and lose 1 life. (To surveil 1, look at the top card of your library. You may put it into your graveyard.)

Void -- If a nonland permanent left the battlefield this turn or a spell was warped this turn, draw another card.

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2 B

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.

2/2

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2 B R

Flying
When this creature enters, return target artifact or creature card from your graveyard to your hand.

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.

2/2

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This land enters tapped.
{T}: Add {R}.
Station (Tap another creature you control: Put charge counters equal to its power on this Planet. Station only as a sorcery.)
12+ | {1}{R}, {T}, Sacrifice a land: Create a 2/2 colorless Robot artifact creature token, then creatures you control get +1/+0 and gain haste until end of turn.

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③④

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.")

4/3

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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	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] 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 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] 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] 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] 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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

2/2

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① ② R

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

2/2

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2 B

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}, {1}", Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.)

2/2

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B G

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.

2/3

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③ ④

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

3/4

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2G

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

3/3

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W

{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.

1/1

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W

{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.

1/1

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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	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	Terrapact Intimidator (1)(R) Creature -- Kavu Scout When this creature enters, target opponent may have you create two Lander tokens. If they don't, put two +1/+1 counters on this 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] 2/1 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
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] 1/1 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

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]

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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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