

Archenemy's Charm (B)(B)(B) Instant Choose one -- * Exile target creature or planeswalker. * Return one or two target creature and/or planeswalker cards from your graveyard to your hand. * Put two +1/+1 counters on target creature you control. It gains lifelink until end of turn. [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	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	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
Biomechan Engineer (G)(U) Creature -- Insect Artificer 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.") {8}: Draw two cards and create a 2/2 colorless Robot artifact creature token. [sideboard] 2/2 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	Blast Zone Land This land enters with a charge counter on it. {T}: Add {C}. {X}{X}, {T}: Put X charge counters on this land. {3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land. [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

⑨

warp {3} (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.)

9/9

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This land enters tapped.
Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

This creature enters with a +1/+1 counter on it.
When this creature dies, put its counters on target creature you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

Choose one --

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

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.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

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.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Destroy target nonland permanent.
Its controller creates 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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

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

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	Forest Basic Land -- Forest {T}: Add {G}.) [sideboard] 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	Fungal Colossus 6G 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
Galactic Wayfarer 2G 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	Germinating Wurm 4G 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	Gravpack Monoist 2B 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	Haliya, Guided by Light 2W Legendary Creature -- Human Soldier Whenever Haliya or another creature or artifact you control enters, you gain 1 life. At the beginning of your end step, draw a card if you've gained 3 or more life this turn. Warp {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] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honored Knight-Captain ①①W Creature -- Human Advisor Knight When this creature enters, create a 1/1 white Human Soldier creature token. {4}{W}{W}, Sacrifice this creature: Search your library for an Equipment card, put it onto the battlefield, then shuffle. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Honored Knight-Captain ①①W Creature -- Human Advisor Knight When this creature enters, create a 1/1 white Human Soldier creature token. {4}{W}{W}, Sacrifice this creature: Search your library for an Equipment card, put it onto the battlefield, then shuffle. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hylderblade ①B Artifact -- Equipment 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Illvoi Infiltrator ②②U 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 ①①U 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 ②②B 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	Insatiable Skittermaw ②②B 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	Island Basic Land -- Island ({T}: Add {U}.) [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 2R 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	Kavaron Turbodrone 2R 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 3R 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
Knight Luminary 3W Creature -- Human Knight When this creature enters, 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] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lost in Space 3U Instant Target artifact or creature's owner puts it on their choice of the top or bottom of their library. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lost in Space 3U Instant Target artifact or creature's owner puts it on their choice of the top or bottom of their library. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mechanozoa 4UUU 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

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	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 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	Molecular Modifier 2 R Creature -- Kavu Artificer At the beginning of combat on your turn, target creature you control gets +1/+0 and gains first strike until end of turn. [sideboard] 2/2 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	Nova Hellkite 3 R R Creature -- Dragon Flying, haste When this creature enters, it deals 1 damage to target creature an opponent controls. Warp {2}{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] 4/5 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

Playtest cards - RyanWu - Limited (Limited RC Super Qualifier)

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.

sheet 7/11 - 8 cards - 2.5 x 3.5 in each

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]	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]	Oreplate Pangolin ① R Artifact Creature -- Robot Pangolin Whenever another artifact you control enters, you may pay {1}. If you do, put a +1/+1 counter on this creature. [sideboard]	Oreplate Pangolin ① R Artifact Creature -- Robot Pangolin Whenever another artifact you control enters, you may pay {1}. If you do, put a +1/+1 counter on this creature. [sideboard]
Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard]	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard]	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]	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]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Remnant Elemental 1 R Creature -- Elemental Reach Landfall -- Whenever a land you control enters, this creature gets +2/+0 until end of turn. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Sledge-Class Seedship 2 G 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 7+.) 7+ Flying Whenever this Spacecraft attacks, you may put a creature card from your hand onto the battlefield. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	The Endstone 7 Legendary Artifact Whenever you play a land or cast a spell, draw a card. At the beginning of your end step, your life total becomes half your starting life total, rounded up. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thrumming Hivepool 6 Artifact Affinity for Slivers (This spell costs {1} less to cast for each Sliver you control.) Slivers you control have double strike and haste. At the beginning of your upkeep, create two 1/1 colorless Sliver creature tokens. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Timeline Culler B B Creature -- Drix Warlock Haste You may cast this card from your graveyard using its warp ability. Warp--{B}, Pay 2 life. (You may cast this card from your hand or graveyard for its warp cost. If you do, 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 PLAYbotbox.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] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vaultguard Trooper 4 R Creature -- Kavv Soldier At the beginning of your end step, if you control two or more tapped creatures, you may discard your hand. If you do, draw two cards. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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	Wormwall 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
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