

③

{T}: Add one mana of any color.
{7}, {T}, Sacrifice this artifact:
Draw X cards, where X is the number
of differently named lands you
control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑥

When this creature leaves the battlefield, draw a card, then you may put a permanent card with mana value less than or equal to the number of lands you control from your hand onto the battlefield tapped.

Warp {4} (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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

7/5

① ②

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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/1

① ② B

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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/1

G U

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

G U

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

② ③

Bombard deals 4 damage to target creature.

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

9/9

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	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	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
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	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	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

Gene Pollinator 6 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 PLAYbotbox.dev	Germinating Wurm 46 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 PLAYbotbox.dev	Germinating Wurm 46 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 PLAYbotbox.dev	Gigastorm Titan 4U 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 PLAYbotbox.dev
Gravblade Heavy 3B 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 PLAYbotbox.dev	Gravkill 3B Instant Exile target creature or Spacecraft. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Honored Knight-Captain 1W 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 PLAYbotbox.dev

① ②

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}

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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}

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

{3}: Put a +1/+1 counter on this creature. Activate only as a sorcery.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\}: \text{Add } \{U\}.)$$

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\}: \text{Add } \{U\}.)$$

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

④ R

Reach
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.

[sidebar]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

{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 -- Kavv 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	Lightstall Inquisitor (W) Creature -- Angel Wizard Vigilance When this creature enters, each opponent exiles a card from their hand and may play that card for as long as it remains exiled. Each spell cast this way costs {1} more to cast. Each land played this way enters tapped. [sideboard] 2/1 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
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 Eulogist (2)(G) Creature -- Insect Soldier Whenever a creature you control with a +1/+1 counter on it dies, draw a card. [sideboard] 3/3 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] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mm'menon, the Right Hand (3)(U)(U) Legendary Creature -- Jellyfish Advisor Flying You may look at the top card of your library any time. You may cast artifact spells from the top of your library. Artifacts you control have "{T}: Add {U}. Spend this mana only to cast a spell from anywhere other than your hand." [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - alicoco - Unknown format (MOCS Showcase Open)

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 5/11 - 8 cards - 2.5 x 3.5 in each

Mm'menon, Uthros Exile 1UR Legendary Creature -- Jellyfish Advisor Flying Whenever an artifact you control enters, put a +1/+1 counter on target creature. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monoist Circuit-Feeder 4BB 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 PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Nebula Dragon 6R Creature -- Dragon Flying When this creature enters, it deals 3 damage to any target. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Paradox Haze 2U Enchantment -- Aura Enchant player At the beginning of enchanted player's first upkeep each turn, that player gets an additional upkeep step after this step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Perigee Beckoner 4B 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 PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Power Depot Artifact Land This land enters tapped. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast artifact spells or activate abilities of artifacts. Modular 1 [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Radiant Strike 3W Instant Destroy target artifact or tapped creature. You gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Remnant Elemental 1R 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	Roving Actuator 3R 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 PLAYbotbox.dev
Roving Actuator 3R 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 PLAYbotbox.dev	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 PLAYbotbox.dev	Sami, Ship's Engineer 2RW 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	Sami, Ship's Engineer 2RW 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

Scour for Scrap 3 U Instant Choose one or both -- * Search your library for an artifact card, reveal it, put it into your hand, then shuffle. * Return target artifact card from your graveyard to your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seam Rip W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. [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	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
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	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	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

Sothera, the Supervoid (2)(B)(B) Legendary Enchantment Whenever a creature you control dies, each opponent chooses a creature they control and exiles it. At the beginning of your end step, if a player controls no creatures, sacrifice Sothera, then put a creature card exiled with it onto the battlefield under your control with two additional +1/+1 counters on it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squire's Lightblade (W) Artifact -- Equipment Flash When this Equipment enters, attach it to target creature you control. That creature gains first strike until end of turn. Equipped creature gets +1/+0. Equip {3} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squire's Lightblade (W) Artifact -- Equipment Flash When this Equipment enters, attach it to target creature you control. That creature gains first strike until end of turn. Equipped creature gets +1/+0. Equip {3} [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
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	Survey Mechan (4) Artifact Creature -- Robot Flying Hexproof (This creature can't be the target of spells or abilities your opponents control.) {10}, Sacrifice this creature: It deals 3 damage to any target. Target player draws three cards and gains 3 life. This ability costs {X} less to activate, where X is the number of differently named lands you control. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Survey Mechan (4) Artifact Creature -- Robot Flying Hexproof (This creature can't be the target of spells or abilities your opponents control.) {10}, Sacrifice this creature: It deals 3 damage to any target. Target player draws three cards and gains 3 life. This ability costs {X} less to activate, where X is the number of differently named lands you control. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporal Intervention (2)(B) Sorcery Void -- This spell costs {2} less to cast if a nonland permanent left the battlefield this turn or a spell was warped this turn. Target opponent reveals their hand. You choose a nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Eternity Elevator5 Legendary Artifact -- Spacecraft {T}: Add {C}{C}{C}. Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery.) 20+ {T}: Add X mana of any one color, where X is the number of charge counters on The Eternity Elevator. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thrumming Hivepool6 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Timeline CullerB 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 PLAY botbox.dev	Timeline CullerB 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 PLAY botbox.dev
Tragic TrajectoryB 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	Wedgelight Rammer3 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 Enhancer5 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	Weftblade Enhancer5 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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sheet 10/11 - 8 cards - 2.5 x 3.5 in each

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	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	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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