

Auxiliary Boosters 4W 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 PLAYbotbox.dev	Auxiliary Boosters 4W 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 PLAYbotbox.dev	Auxiliary Boosters 4W 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 PLAYbotbox.dev	Banishing Light 2W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Blooming Stinger 1G Creature -- Plant Scorpion Deathtouch When this creature enters, another target creature you control gains deathtouch until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Stinger 1G Creature -- Plant Scorpion Deathtouch When this creature enters, another target creature you control gains deathtouch until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	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	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
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	Dawnstrike Vanguard (5)(W) Creature -- Human Knight Lifelink At the beginning of your end step, if you control two or more tapped creatures, put a +1/+1 counter on each creature you control other than this creature. [sideboard] 4/5 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

Dockworker Drone 1 W Artifact Creature -- Robot This creature enters with a +1/+1 counter on it. When this creature dies, put its counters on target creature you control. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dual-Sun Adepts 2 W Creature -- Human Soldier Double strike {5}: Creatures you control get +1/+1 until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Eldrazi Temple Land {T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Eusocial Engineering 3 G G Enchantment Landfall -- Whenever a land you control enters, create a 2/2 colorless Robot artifact creature token. Warp {1}{G} (You may cast this card from your hand for its warp cost. Exile this enchantment 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 PLAYbotbox.dev	Exalted Sunborn 3 W W Creature -- Angel Wizard Flying, lifelink If one or more tokens would be created under your control, twice that many of those tokens are created instead. 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] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	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
Galvanizing Sawship 5 R 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 3+.) 3+ Flying, haste [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Genemorph Imago G U Creature -- Insect Druid Flying Landfall -- Whenever a land you control enters, target creature has base power and toughness 3/3 until end of turn. If you control six or more lands, that creature has base power and toughness 6/6 until end of turn instead. [sideboard] 1/3 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	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	Hemosymbic Mite G Creature -- Mite Whenever this creature becomes tapped, another target creature you control gets +X/+X until end of turn, where X is this creature's power. [sideboard] 1/1 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	Intrepid Tenderfoot 1 G Creature -- Insect Citizen {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
Invasive Maneuvers 1 R Instant Invasive Maneuvers deals 3 damage to target creature. It deals 5 damage instead if you control a Spacecraft. [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	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

Playtest cards - LORiWMA - 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

Kavaron Harrier 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 PLAYbotbox.dev	Kavaron Harrier 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 PLAYbotbox.dev	Kavaron Skywarden Creature -- Kavu Soldier 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. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kav Landseeker 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 PLAYbotbox.dev
Knight Luminary 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 PLAYbotbox.dev	Larval Scoutlander Artifact -- Spacecraft When this Spacecraft enters, you may sacrifice a land or Lander. If you do, search your library for up to two basic land cards, put them onto the battlefield tapped, 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 [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Larval Scoutlander Artifact -- Spacecraft When this Spacecraft enters, you may sacrifice a land or Lander. If you do, search your library for up to two basic land cards, put them onto the battlefield tapped, 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 [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightless Evangel Creature -- Vampire Cleric Whenever you sacrifice another creature or artifact, put a +1/+1 counter on this creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	Mechan Shieldmate 1U 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	Memorial Team Leader 3R 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	Mightform Harmonizer 2GG Creature -- Insect Druid Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn. Warp {2}{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] 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	Nanoform Sentinel 2U 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	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	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

Orbital Plunge 3R 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] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oreplate Pangolin 1R 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] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYbotbox.dev	Pull Through the Weft 3GG Sorcery Return up to two target nonland permanent cards from your graveyard to your hand, then return up to two target land cards from your graveyard to the battlefield tapped. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Radiant Strike 3W Instant Destroy target artifact or tapped creature. You gain 3 life. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 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	Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. [sideboard] 3/3 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 PLAY botbox.dev	Scout for Survivors (2)(W) Sorcery Return up to three target creature cards with total mana value 3 or less from your graveyard to the battlefield. Put a +1/+1 counter on each of them. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shattered Wings (2)(G) Sorcery Destroy target artifact, enchantment, or creature with flying. 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	Specimen Freighter (5)(U) Artifact -- Spacecraft When this Spacecraft enters, return up to two target non-Spacecraft creatures to their owners' hands. 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 Whenever this Spacecraft attacks, defending player mills four cards. [sideboard] 4/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Starfighter Pilot (1)(W) Creature -- Human Pilot Whenever this creature becomes tapped, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starwinder (5)(U)(U) Creature -- Leviathan Whenever a creature you control deals combat damage to a player, you may draw that many cards. Warp {2}{U}{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] 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunstar Chaplain (1)(W) Creature -- Human Cleric At the beginning of your end step, if you control two or more tapped creatures, put a +1/+1 counter on target creature you control. {2}, Remove a +1/+1 counter from a creature you control: Tap target artifact or creature. [sideboard] 3/2 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

Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swarm Culler ③ ② ① ② 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 PLAYbotbox.dev	Temporal Intervention ② ② ① ② 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 PLAYbotbox.dev	Temporal Intervention ② ② ① ② 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	The Eternity Elevator ⑤ 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 PLAYbotbox.dev	Umbral Collar Zealot ① ② ① ② 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 PLAYbotbox.dev

Uthros Scanship 3 U Artifact -- Spacecraft When this Spacecraft enters, draw two cards, then discard a card. 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 [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vaultguard Trooper 4 R Creature -- Kavu 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 PLAY botbox.dev	Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) 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	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
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