Appeal to Eirdu {3}{W}

Instant

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.)
One or two target creatures each get +2/+1 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aquitect's Defenses {1}{U}

Enchantment -- Aura

Flash
Enchant creature you control
When this Aura enters, enchanted creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)
Enchanted creature gets +1/+2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aquitect's Defenses {1}{U}

Enchantment -- Aura

Flash
Enchant creature you control
When this Aura enters, enchanted creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)
Enchanted creature gets +1/+2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Assert Perfection {1}{G}

Sorcery

Target creature you control gets +1/+0 until end of turn. It deals damage equal to its power to up to one target creature an opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Auntie's Sentence {1}{B}

Sorcery

Choose one --
* Target opponent reveals their hand. You choose a nonland permanent card from it. That player discards that card.
* Target creature gets -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blighted Blackthorn {4}{B}

Creature -- Treefolk Warlock

Whenever this creature enters or attacks, you may blight 2. If you do, you draw a card and lose 1 life. (To blight 2, put two -1/-1 counters on a creature you control.)

[sideboard]

3/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blighted Blackthorn {4}{B}

Creature -- Treefolk Warlock

Whenever this creature enters or attacks, you may blight 2. If you do, you draw a card and lose 1 life. (To blight 2, put two -1/-1 counters on a creature you control.)

[sideboard]

3/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blight Rot {2}{B}

Instant

Put four -1/-1 counters on target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Boneclub Berserker {3}{R}

Creature -- Goblin Berserker

This creature gets +2/+0 for each other Goblin you control.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brigid's Command {1}{G}{W}

Kindred Sorcery -- Kithkin

Choose two --
* Create a token that's a copy of target Kithkin you control.
* Target player creates a 1/1 green and white Kithkin creature token.
* Target creature you control gets +3/+3 until end of turn.
* Target creature you control fights target creature an opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bristlebane Outrider {3}{G}

Creature -- Kithkin Knight

This creature can't be blocked by creatures with power 2 or less.
As long as another creature entered the battlefield under your control this turn, this creature gets +2/+0.

[sideboard]

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Changeling Wayfinder {3}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chaos Spewer {2}{B/R}

Creature -- Goblin Warlock

When this creature enters, you may pay {2}. If you don't, blight 2. (To blight 2, put two -1/-1 counters on a creature you control.)

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chitinous Graspling {3}{G/U}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Reach

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chronicle of Victory {6}

Legendary Artifact

As Chronicle of Victory enters, choose a creature type.
Creatures you control of the chosen type get +2/+2 and have first strike and trample.
Whenever you cast a spell of the chosen type, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crossroads Watcher {2}{G}

Creature -- Kithkin Ranger

Trample
Whenever another creature you control enters, this creature gets +1/+0 until end of turn.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Dawn's Light Archer {2}{G}

Creature -- Elf Archer

Flash
Reach

[sideboard]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dawn's Light Archer {2}{G}

Creature -- Elf Archer

Flash
Reach

[sideboard]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eclipsed Elf {B/G}{B/G}{B/G}

Creature -- Elf Scout

When this creature enters, look at the top four cards of your library. You may reveal an Elf, Swamp, or Forest card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eclipsed Kithkin {G/W}{G/W}

Creature -- Kithkin Scout

When this creature enters, look at the top four cards of your library. You may reveal a Kithkin, Forest, or Plains card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elder Auntie {2}{R}

Creature -- Goblin Warlock

When this creature enters, create a 1/1 black and red Goblin creature token.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enraged Flamecaster {2}{R}

Creature -- Elemental Sorcerer

Reach
Whenever you cast a spell with mana value 4 or greater, this creature deals 2 damage to each opponent.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evolving Wilds

Land

{T}, Sacrifice this land: 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

Evolving Wilds

Land

{T}, Sacrifice this land: 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

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Feed the Flames {3}{R}

Instant

Feed the Flames deals 5 damage to target creature. If that creature would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Feisty Spikeling {1}{R/W}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
During your turn, this creature has first strike.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Firdoch Core {3}

Kindred Artifact -- Shapeshifter

Changeling (This card is every creature type.)
{T}: Add one mana of any color.
{4}: This artifact becomes a 4/4 artifact creature until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flame-Chain Mauler {1}{R}

Creature -- Elemental Warrior

{1}{R}: This creature gets +1/+0 and gains menace until end of turn. (It can't be blocked except by two or more creatures.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flaring Cinder {1}{U/R}{U/R}

Creature -- Elemental Sorcerer

When this creature enters and whenever you cast a spell with mana value 4 or greater, you may discard a card. If you do, draw a card.

[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

Gathering Stone {4}

Artifact

As this artifact enters, choose a creature type.
Spells you cast of the chosen type cost {1} less to cast.
When this artifact enters and at the beginning of your upkeep, look at the top card of your library. If it's a card of the chosen type, you may reveal it and put it into your hand. If you don't put the card into your hand, you may put it into your graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gilt-Leaf's Embrace {2}{G}

Enchantment -- Aura

Flash
Enchant creature
When this Aura enters, enchanted creature gains trample and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.)
Enchanted creature gets +2/+0.

[sideboard]

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Glamermite {2}{U}

Creature -- Faerie Rogue

Flash
Flying
When this creature enters, choose one --
* Tap target creature.
* Untap target creature.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glen Elendra Guardian {2}{U}

Creature -- Faerie Wizard

Flash
Flying
This creature enters with a -1/-1 counter on it.
{1}{U}, Remove a counter from this creature: Counter target noncreature spell. Its controller draws a card.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gloom Ripper {3}{B}{B}

Creature -- Elf Assassin

When this creature enters, target creature you control gets +X/+0 until end of turn and up to one target creature an opponent controls gets -0/-X until end of turn, where X is the number of Elves you control plus the number of Elf cards in your graveyard.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gnarlbark Elm {2}{B}

Creature -- Treefolk Warlock

This creature enters with two -1/-1 counters on it.
{2}{B}, Remove two counters from this creature: Target creature gets -2/-2 until end of turn. Activate only as a sorcery.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gristle Glutton {1}{R}

Creature -- Goblin Scout

{T}, Blight 1: Discard a card. If you do, draw a card. (To blight 1, put a -1/-1 counter on a creature you control.)

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gristle Glutton {1}{R}

Creature -- Goblin Scout

{T}, Blight 1: Discard a card. If you do, draw a card. (To blight 1, put a -1/-1 counter on a creature you control.)

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grub's Command {3}{B}{R}

Kindred Sorcery -- Goblin

Choose two --
* Create a token that's a copy of target Goblin you control.
* Creatures target player controls get +1/+1 and gain haste until end of turn.
* Destroy target artifact or creature.
* Target player mills five cards, then puts each Goblin card milled this way into their hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gutsplitter Gang {3}{B}

Creature -- Goblin Berserker

At the beginning of your first main phase, you may blight 2. If you don't, you lose 3 life. (To blight 2, put two -1/-1 counters on a creature you control.)

[sideboard]

6/6

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Hovel Hurler {3}{R/W}{R/W}

Creature -- Giant Warrior

This creature enters with two -1/-1 counters on it.
{R/W}{R/W}, Remove a counter from this creature: Another target creature you control gets +1/+0 and gains flying until end of turn. Activate only as a sorcery.

[sideboard]

6/7

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

Kindle the Inner Flame {3}{R}

Kindred Sorcery -- Elemental

Create a token that's a copy of target creature you control, except it has haste and "At the beginning of the end step, sacrifice this token."
Flashback--{1}{R}, Behold three Elementals. (You may cast this card from your graveyard for its flashback cost. Then exile it. To behold an Elemental, choose an Elemental you control or reveal an Elemental card from your hand.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kulrath Zealot {5}{R}

Creature -- Elemental Warrior

When this creature enters, exile the top card of your library. Until the end of your next turn, you may play that card.
Basic landcycling {1}{R} ({1}{R}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

[sideboard]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liminal Hold {3}{W}

Enchantment

When this enchantment enters, exile up to one target nonland permanent an opponent controls until this enchantment leaves the battlefield. You gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lofty Dreams {3}{U}{U}

Enchantment -- Aura

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.)
Enchant creature
When this Aura enters, draw a card.
Enchanted creature gets +2/+2 and has flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mistmeadow Council {4}{G}

Creature -- Kithkin Advisor

This spell costs {1} less to cast if you control a Kithkin.
When this creature enters, draw a card.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mistmeadow Council (4)(G)

Creature -- Kithkin Advisor

This spell costs {1} less to cast if you control a Kithkin.
When this creature enters, draw a card.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mistmeadow Council (4)(G)

Creature -- Kithkin Advisor

This spell costs {1} less to cast if you control a Kithkin.
When this creature enters, draw a card.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moonglove Extractor (2)(B)

Creature -- Elf Warlock

Whenever this creature attacks, you draw a card and lose 1 life.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mudbutton Cursetosser (B)

Creature -- Goblin Warlock

As an additional cost to cast this spell, behold a Goblin or pay {2}. (To behold a Goblin, choose a Goblin you control or reveal a Goblin card from your hand.)
This creature can't block.
When this creature dies, destroy target creature an opponent controls with power 2 or less.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Noggle the Mind (1)(U)

Enchantment -- Aura

Flash
Enchant creature
Enchanted creature loses all abilities and is a colorless Noggle with base power and toughness 1/1. (It loses all colors and all other creature types.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Perfect Intimidation (3)(B)

Sorcery

Choose one or both --
* Target opponent exiles two cards from their hand.
* Remove all counters from target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prideful Feastling 2 W/B

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Lifelink

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Protective Response 2 W

Instant

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 attacking or blocking creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Ransacking 1 R

Instant

Target creature gets +3/+2 until end of turn. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reluctant Dounguard 2 W

Creature -- Kithkin Soldier

This creature enters with two -1/-1 counters on it.
Whenever another creature you control enters while this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rimekin Recluse 2 U

Creature -- Elemental Wizard

When this creature enters, return up to one other target creature to its owner's hand.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riverguard's Reflexes 1 W

Instant

Target creature gets +2/+2 and gains first strike until end of turn.
Untap it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riverguard's Reflexes 1 W

Instant

Target creature gets +2/+2 and gains first strike until end of turn.
Untap it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - slaxx - Unknown format (MOCS Showcase Open) sheet 8/11 - 8 cards - 2.5 x 3.5 in each

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Run Away Together {1}{U}

Instant

Choose two target creatures controlled by different players. Return those creatures to their owners' hands.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scarblade Scout {1}{B}

Creature -- Elf Scout

Lifelink
When this creature enters, mill two cards. (Put the top two cards of your library into your graveyard.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sourbread Auntie {2}{R}{R}

Creature -- Goblin Warrior

When this creature enters, you may blight 2. If you do, create two 1/1 black and red Goblin creature tokens. (To blight 2, put two -1/-1 counters on a creature you control.)

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steam Vents

Land -- Island Mountain

({T}: Add {U} or {R}.)
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

Stoic Grove-Guide {4}{B/G}

Creature -- Elf Druid

{1}{B/G}, Exile this card from your graveyard: Create a 2/2 black and green Elf creature token. Activate only as a sorcery.

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stoic Grove-Guide {4}{B/G}

Creature -- Elf Druid

{1}{B/G}, Exile this card from your graveyard: Create a 2/2 black and green Elf creature token. Activate only as a sorcery.

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sun-Dappled Celebrant {4}{W}{W}

Creature -- Treefolk Cleric

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.)
Vigilance

[sideboard]

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunderflock {7}{U}{U}

Creature -- Elemental

This spell costs {X} less to cast, where X is the greatest mana value among Elementals you control.
Flying
When this creature enters, if you cast it, return all non-Elemental creatures to their owners' hands.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Swat Away {2}{U}{U}

Instant

This spell costs {2} less to cast if a creature is attacking you.
The owner of target spell or creature puts it on their choice of the top or bottom of their library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tanufel Rimespeaker {3}{U}

Creature -- Elemental Wizard

Whenever you cast a spell with mana value 4 or greater, draw a card.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtweft Charge {1}{G}

Instant

Target creature gets +3/+3 until end of turn. If a creature entered the battlefield under your control this turn, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtweft Imbuer {3}{W}

Creature -- Kithkin Advisor

Whenever a creature you control attacks alone, it gets +X/+X until end of turn, where X is the number of Kithkin you control.

[sideboard]

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tributary Vaulter {2}{W}

Creature -- Merfolk Warrior

Flying
Whenever this creature becomes tapped, another target Merfolk you control gets +2/+0 until end of turn.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unbury {1}{B}

Instant

Choose one --
* Return target creature card from your graveyard to your hand.
* Return two target creature cards that share a creature type from your graveyard to your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unbury {1}{B}

Instant

Choose one --
* Return target creature card from your graveyard to your hand.
* Return two target creature cards that share a creature type from your graveyard to your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unexpected Assistance {3}{U}{U}

Instant

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.)
Draw three cards, then discard a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - slaxx - Unknown format (MOCS Showcase Open) sheet 10/11 - 8 cards - 2.5 x 3.5 in each

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Wanderbrine Preacher {1}{W}

Creature -- Merfolk Cleric

Whenever this creature becomes tapped, you gain 2 life.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wanderwine Farewell {5}{U}{U}

Kindred Sorcery -- Merfolk

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.)
Return one or two target nonland permanents to their owners' hands. Then if you control a Merfolk, create a 1/1 white and blue Merfolk creature token for each permanent returned to its owner's hand this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Unraveling {U}{U}

Instant

As an additional cost to cast this spell, blight 2 or pay {1}. (To blight 2, put two -1/-1 counters on a creature you control.)
Counter target spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Unraveling {U}{U}

Instant

As an additional cost to cast this spell, blight 2 or pay {1}. (To blight 2, put two -1/-1 counters on a creature you control.)
Counter target spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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