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

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

Aurora Awakener {6}{G}

Creature -- Giant Druid

Trample
Vivid -- When this creature enters, reveal cards from the top of your library until you reveal X permanent cards, where X is the number of colors among permanents you control. Put any number of those permanent cards onto the battlefield, then put the rest of the revealed cards on the bottom of your library in a random order.

[sideboard]

7/7

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

Blight Rot {2}{B}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloom Tender {1}{G}

Creature -- Elf Druid

Vivid -- {T}: For each color among permanents you control, add one mana of that color.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - sebastianpozzo - Unknown format (MOCS Showcase Open) sheet 1/11 - 8 cards - 2.5 x 3.5 in each

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.

Boggart Cursecrafter {B}{R}

Creature -- Goblin Warlock

Deathtouch
Whenever another Goblin you control dies, this creature deals 1 damage to each opponent.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boggart Prankster {1}{B}

Creature -- Goblin Warrior

Whenever you attack, target attacking Goblin you control gets +1/+0 until end of turn.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

Burdened Stoneback {1}{W}

Creature -- Giant Warrior

This creature enters with two -1/-1 counters on it.
{1}{W}, Remove a counter from this creature: Target creature gains indestructible until end of turn. Activate only as a sorcery. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.)

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Champions of the Perfect {3}{G}

Creature -- Elf Warrior

As an additional cost to cast this spell, behold an Elf and exile it. (Exile an Elf you control or an Elf card from your hand.)
Whenever you cast a creature spell, draw a card.
When this creature leaves the battlefield, return the exiled card to its owner's hand.

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chomping Changeling {2}{G}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, destroy up to one target artifact or enchantment.

[sideboard]

1/2

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

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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

Dawn's Light Archer {2}{G}

Creature -- Elf Archer

Flash
Reach

[sideboard]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deepchannel Duelist {W}{U}

Creature -- Merfolk Soldier

At the beginning of your end step, untap target Merfolk you control. Other Merfolk you control get +1/+1.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dose of Dawnglow {4}{B}

Instant

Return target creature card from your graveyard to the battlefield. Then if it isn't your main phase, blight 2. (Put two -1/-1 counters on a creature you control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dream Seizer {3}{B}

Creature -- Faerie Rogue

Flying
When this creature enters, you may blight 1. If you do, each opponent discards a card. (To blight 1, put a -1/-1 counter on a creature you control.)

[sideboard]

3/2

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 Realms

Land

As this land enters, choose Elemental, Elf, Faerie, Giant, Goblin, Kithkin, Merfolk, or Treefolk.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a spell of the chosen type or activate an ability of a source of the chosen type.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Eclipsed Realms

Land

As this land enters, choose Elemental, Elf, Faerie, Giant, Goblin, Kithkin, Merfolk, or Treefolk.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a spell of the chosen type or activate an ability of a source of the chosen type.

[sideboard]

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

Encumbered Reejerey (1)(W)

Creature -- Merfolk Soldier

This creature enters with three -1/-1 counters on it.
Whenever this creature becomes tapped while it has a -1/-1 counter on it, remove a -1/-1 counter from it.

[sideboard]

5/4

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

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

Flamebraider (1)(R)

Creature -- Elemental Bard

{T}: Add two mana in any combination of colors. Spend this mana only to cast Elemental spells or activate abilities of Elemental sources.

[sideboard]

2/2

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

Playtest cards - sebastianpozzo - Unknown format (MOCS Showcase Open) sheet 4/11 - 8 cards - 2.5 x 3.5 in each

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Glister Bairn — 2 G/U G/U G/U

Creature -- Ouphe

Vivid -- At the beginning of combat on your turn, another target creature you control gets +X/+X until end of turn, where X is the number of colors among permanents you control.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goldmeadow Nomad — W

Creature -- Kithkin Scout

{W}, Exile this card from your graveyard: Create a 1/1 green and white Kithkin creature token. Activate only as a sorcery.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goliath Daydreamer — 2 R R

Creature -- Giant Wizard

Whenever you cast an instant or sorcery spell from your hand, exile that card with a dream counter on it instead of putting it into your graveyard as it resolves.
Whenever this creature attacks, you may cast a spell from among cards you own in exile with dream counters on them without paying its mana cost.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gravelgill Scoundrel — 1 U

Creature -- Merfolk Rogue

Vigilance
Whenever this creature attacks, you may tap another untapped creature you control. If you do, this creature can't be blocked this turn.

[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, Storied Matriarch — 2 B

Legendary Creature -- Goblin Warlock

Menace
Whenever this creature enters or transforms into Grub, Storied Matriarch, return up to one target Goblin card from your graveyard to your hand.
At the beginning of your first main phase, you may pay {R}. If you do, transform Grub.

[sideboard]

2/1

- - - BACK FACE - - -

Grub, Notorious Auntie

Legendary Creature -- Goblin Warrior

Menace
Whenever Grub attacks, you may blight 1. If you do, create a tapped and attacking token that's a copy of the blighted creature, except it has "At the beginning of the end step, sacrifice this token."
At the beginning of your first main phase, you may pay {B}. If you do, transform Grub.

2/1

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heirloom Auntie — 2 B

Creature -- Goblin Warlock

This creature enters with two -1/-1 counters on it.
Whenever another creature you control dies, surveil 1, then remove a -1/-1 counter from this creature. (To surveil 1, look at the top card of your library. You may put it into your graveyard.)

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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High Perfect Morcant (2)(B)(G)

Legendary Creature -- Elf Noble

Whenever High Perfect Morcant or another Elf you control enters, each opponent blights 1. (They each put a -1/-1 counter on a creature they control.)
Tap three untapped Elves you control: Proliferate. Activate only as a sorcery. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Keep Out (1)(W)

Instant

Choose one --
* Keep Out deals 4 damage to target tapped creature.
* Destroy target enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Keep Out (1)(W)

Instant

Choose one --
* Keep Out deals 4 damage to target tapped creature.
* Destroy target enchantment.

[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

Luminollusk (3)(G)

Creature -- Elemental

Deathtouch
Vivid -- When this creature enters, you gain life equal to the number of colors among permanents you control.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meanders Guide (2)(W)

Creature -- Merfolk Scout

Whenever this creature attacks, you may tap another untapped Merfolk you control. When you do, return target creature card with mana value 3 or less from your graveyard to the battlefield.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - sebastianpozzo - Unknown format (MOCS Showcase Open) sheet 6/11 - 8 cards - 2.5 x 3.5 in each

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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

Morcant's Loyalist {1}{B}{G}

Creature -- Elf Warrior

Other Elves you control get +1/+1.
When this creature dies, return another target Elf card from your graveyard to your hand.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[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

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismabasher {4}{G}{G}

Creature -- Elemental

Trample
Vivid -- When this creature enters, up to X target creatures you control get +X/+X until end of turn, where X is the number of colors among permanents you control.

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Puca's Eye {2}

Artifact

When this artifact enters, draw a card, then choose a color. This artifact becomes the chosen color.
{3}, {T}: Draw a card. Activate only if there are five colors among permanents you control.

[sideboard]

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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

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

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

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

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

Scarblade's Malice {B}

Instant

Target creature you control gains deathtouch and lifelink until end of turn. When that creature dies this turn, create a 2/2 black and green Elf creature token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Snare {U}

Instant

Counter target spell with mana value 2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Squawkroaster {3}{R}

Creature -- Elemental

Double strike
Vivid -- Squawkroaster's power is equal to the number of colors among permanents you control.

[sideboard]

***/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Stalactite Dagger {2}

Artifact -- Equipment

When this Equipment enters, create a 1/1 colorless Shapeshifter creature token with changeling. (It's every creature type.)
Equipped creature gets +1/+1 and is all creature types.
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stratosoarer {4}{U}

Creature -- Elemental

Flying
When this creature enters, target creature gains flying until end of turn.
Basic landcycling {1}{U} ({1}{U}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

[sideboard]

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stratosoarer {4}{U}

Creature -- Elemental

Flying
When this creature enters, target creature gains flying until end of turn.
Basic landcycling {1}{U} ({1}{U}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

[sideboard]

3/5

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

Surly Farrier {1}{G}

Creature -- Kithkin Citizen

{T}: Target creature you control gets +1/+1 and gains vigilance until end of turn. Activate only as a sorcery.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[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

Temporal Cleansing {3}{U}

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
The owner of target nonland permanent puts it into their library second from the top or on the bottom.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Tend the Sprigs {2}{G}

Sorcery

Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control seven or more lands and/or Treefolk, create a 3/4 green Treefolk creature token with reach. (It can block creatures with flying.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thirst for Identity {2}{U}

Instant

Draw three cards. Then discard two cards unless you discard a creature card.

[sideboard]

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

Trystan, Callous Cultivator {2}{G}

Legendary Creature -- Elf Druid

Deathtouch
Whenever this creature enters or transforms into Trystan, Callous Cultivator, mill three cards. Then if there is an Elf card in your graveyard, you gain 2 life.
At the beginning of your first main phase, you may pay {B}. If you do, transform Trystan.

[sideboard]

3/4

- - - BACK FACE - - -

Trystan, Penitent Culler

Legendary Creature -- Elf Warlock

Deathtouch
Whenever this creature transforms into Trystan, Penitent Culler, mill three cards, then you may exile an Elf card from your graveyard. If you do, each opponent loses 2 life.
At the beginning of your first main phase, you may pay {G}. If you do, transform Trystan.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tweeze {2}{R}

Instant

Tweeze deals 3 damage to any target. You may discard a card. If you do, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tweeze {2}{R}

Instant

Tweeze deals 3 damage to any target. You may discard a card. If you do, draw a card.

[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

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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

Unforgiving Aim {2}{G}

Instant

Choose one --
* Destroy target creature with flying.
* Destroy target enchantment.
* Create a 2/2 black and green Elf creature token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unwelcome Sprite {1}{U}

Creature -- Faerie Rogue

Flying
Whenever you cast a spell during an opponent's turn, surveil 2. (Look at the top two cards of your library. You may put any number of them into your graveyard and the rest on top of your library in any order.)

[sideboard]

2/1

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

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.