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

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

Barbed Bloodletter {1}{B}

Artifact -- Equipment

Flash
When this Equipment enters, attach it to target creature you control. That creature gains wither until end of turn. (It deals damage to creatures in the form of -1/-1 counters.)
Equipped creature gets +1/+2.
Equip {2}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bark of Doran {1}{W}

Artifact -- Equipment

Equipped creature gets +0/+1.
As long as equipped creature's toughness is greater than its power, it assigns combat damage equal to its toughness rather than its power.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

[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

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

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Blossombind (1)(U)

Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
Enchanted creature can't become untapped and can't have counters put on it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blossombind (1)(U)

Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature.
Enchanted creature can't become untapped and can't have counters put on it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bogslither's Embrace (1)(B)

Sorcery

As an additional cost to cast this spell, blight 1 or pay {3}. (To blight 1, put a -1/-1 counter on a creature you control.)
Exile target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boldwyr Aggressor (3)(R)(R)

Creature -- Giant Warrior

Double strike
Other Giants you control have double strike.

[sideboard]

2/5

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

Brambleback Brute (2)(R)

Creature -- Giant Warrior

This creature enters with two -1/-1 counters on it.
{1}{R}, Remove a counter from this creature: Target creature can't block this turn. Activate only as a sorcery.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bristlebane Battler (1)(G)

Creature -- Kithkin Soldier

Trample, ward {2}
This creature enters with five -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]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bristlebane Battler (1)(G)

Creature -- Kithkin Soldier

Trample, ward {2}
This creature enters with five -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]

6/6

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Celestial Reunion {X}{G}

Sorcery

As an additional cost to cast this spell, you may choose a creature type and behold two creatures of that type.
Search your library for a creature card with mana value X or less, reveal it, put it into your hand, then shuffle. If this spell's additional cost was paid and the revealed card is the chosen type, put that card onto the battlefield instead of putting it into your hand.

[sideboard]

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

Dawnhand Eulogist {3}{B}

Creature -- Elf Warlock

Menace (This creature can't be blocked except by two or more creatures.)
When this creature enters, mill three cards. Then if there is an Elf card in your graveyard, each opponent loses 2 life and you gain 2 life. (To mill three cards, put the top three cards of your library into your graveyard.)

[sideboard]

3/3

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 Flamekin {1}{U/R}{U/R}

Creature -- Elemental Scout

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

[sideboard]

1/4

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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Eirdu, Carrier of Dawn

Card

[sideboard]

- - - OTHER FACE - - -

Eirdu, Carrier of Dawn

Card

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

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

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

Flamekin Gildweaver (3)(R)

Creature -- Elemental Sorcerer

Trample
When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flock Impostor (2)(W)

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Flash
Flying
When this creature enters, return up to one other target creature you control to its owner's hand.

[sideboard]

2/2

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Flock Impostor {2}{W}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Flash
Flying
When this creature enters, return up to one other target creature you control to its owner's hand.

[sideboard]

2/2

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]

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

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

Great Forest Druid {1}{G}

Creature -- Treefolk Druid

{T}: Add one mana of any color.

[sideboard]

0/4

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]

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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

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

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

Meek Attack {2}{R}

Enchantment

{1}{R}: You may put a creature card with total power and toughness 5 or less from your hand onto the battlefield. That creature gains haste. At the beginning of the next end step, sacrifice that creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Merrow Skyswimmer {3}{W/U}{W/U}

Creature -- Merfolk Soldier

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.)
Flying, vigilance
When this creature enters, create a 1/1 white and blue Merfolk creature token.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Midnight Tilling {1}{G}

Instant

Mill four cards, then you may return a permanent card from among them to your hand. (To mill four cards, put the top four cards of your library into your graveyard.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mischievous Sneakling {1}{U/B}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Flash

[sideboard]

2/2

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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

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

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

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

Nightmare Sower {3}{B}

Creature -- Faerie Assassin

Flying, lifelink
Whenever you cast a spell during an opponent's turn, put a -1/-1 counter on up to one target creature.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nightmare Sower {3}{B}

Creature -- Faerie Assassin

Flying, lifelink
Whenever you cast a spell during an opponent's turn, put a -1/-1 counter on up to one target creature.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pitiless Fists {3}{G}

Enchantment -- Aura

Enchant creature you control
When this Aura enters, enchanted creature fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.)
Enchanted creature gets +2/+2.

[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

Prismatic Undercurrents 3G

Enchantment

Vivid -- When this enchantment enters, search your library for up to X basic land cards, where X is the number of colors among permanents you control. Reveal those cards, put them into your hand, then shuffle.
You may play an additional land on each of your turns.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pummeler for Hire 4G

Creature -- Giant Mercenary

Reach, vigilance
Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
When this creature enters, you gain X life, where X is the greatest power among Giants you control.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reluctant Dounguard 2W

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 2U

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 1W

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

Run Away Together 1U

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

Run Away Together 1U

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

Playtest cards - Killerp0p0 - Unknown format (MOCS Showcase Open) sheet 8/11 - 8 cards - 2.5 x 3.5 in each

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Sapling Nursery {6}{G}{G}

Enchantment

Affinity for Forests (This spell costs {1} less to cast for each Forest you control.)
Landfall -- Whenever a land you control enters, create a 3/4 green Treefolk creature token with reach.
{1}{G}, Exile this enchantment: Treefolk and Forests you control gain indestructible until end of turn.

[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

Shimmerwilds Growth {1}{G}

Enchantment -- Aura

Enchant land
As this Aura enters, choose a color. Enchanted land is the chosen color.
Whenever enchanted land is tapped for mana, its controller adds an additional one mana of the chosen color.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shinestriker {4}{U}{U}

Creature -- Elemental

Flying
Vivid -- When this creature enters, draw cards equal to the number of colors among permanents you control.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silvergill Peddler {2}{U}

Creature -- Merfolk Citizen

Whenever this creature becomes tapped, draw a card, then discard a card.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sizzling Changeling {2}{R}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature dies, exile the top card of your library. Until the end of your next turn, you may play that card.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soulbright Seeker {R}

Creature -- Elemental Sorcerer

As an additional cost to cast this spell, behold an Elemental or pay {2}. (To behold an Elemental, choose an Elemental you control or reveal an Elemental card from your hand.)
{R}: Target creature you control gains trample until end of turn. If this is the third time this ability has resolved this turn, add {R}{R}{R}{R}.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soulbright Seeker {R}

Creature -- Elemental Sorcerer

As an additional cost to cast this spell, behold an Elemental or pay {2}. (To behold an Elemental, choose an Elemental you control or reveal an Elemental card from your hand.)
{R}: Target creature you control gains trample until end of turn. If this is the third time this ability has resolved this turn, add {R}{R}{R}{R}.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Sting-Slinger (2)(R)

Creature -- Goblin Warrior

{1}{R}, {T}, Blight 1: This creature deals 2 damage to each opponent. (To blight 1, put a -1/-1 counter on a creature you control.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Summit Sentinel (1)(U)

Creature -- Elemental Soldier

When this creature dies, draw a card.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Summit Sentinel (1)(U)

Creature -- Elemental Soldier

When this creature dies, draw a card.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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Wanderbrine Trapper {W}

Creature -- Merfolk Scout

{1}, {T}, Tap another untapped creature you control: Tap target creature an opponent controls.

[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

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

Wildvine Pummeler {6}{G}

Creature -- Giant Berserker

Vivid -- This spell costs {1} less to cast for each color among permanents you control.
Reach, trample

[sideboard]

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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.