Ajani, Outland Chaperone {1}{W}{W}

Legendary Planeswalker -- Ajani

[+1]: Create a 1/1 green and white Kithkin creature token.
[-2]: Ajani deals 4 damage to target tapped creature.
[-8]: Look at the top X cards of your library, where X is your life total. You may put any number of nonland permanent cards with mana value 3 or less from among them onto the battlefield. Then shuffle.

[sideboard]

L 3

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

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

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

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

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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

Blossoming Defense {G}

Instant

Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

[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

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

Crib Swap {2}{W}

Kindred Instant -- Shapeshifter

Changeling (This card is every creature type.)
Exile target creature. Its controller creates a 1/1 colorless Shapeshifter creature token with changeling.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Crib Swap {2}{W}

Kindred Instant -- Shapeshifter

Changeling (This card is every creature type.)
Exile target creature. Its controller creates a 1/1 colorless Shapeshifter creature token with changeling.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkness Descends {2}{B}{B}

Sorcery

Put two -1/-1 counters on each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dream Harvest {5}{U/B}{U/B}

Sorcery

Each opponent exiles cards from the top of their library until they have exiled cards with total mana value 5 or greater this way. Until end of turn, you may cast cards exiled this way without paying their mana costs.

[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

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

Evershrike's Gift {W}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+0 and has flying.
{1}{W}, Blight 2: Return this card from your graveyard to your hand. Activate only as a sorcery. (To blight 2, put two -1/-1 counters on a creature you control.)

[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

Explosive Prodigy {1}{R}

Creature -- Elemental Sorcerer

Vivid -- When this creature enters, it deals X damage to target creature an opponent controls, where X is the number of colors among permanents you control.

[sideboard]

1/1

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foraging Wickermaw {2}

Artifact Creature -- Scarecrow

When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{1}: Add one mana of any color. This creature becomes that color until end of turn. Activate only once each turn.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foraging Wickermaw {2}

Artifact Creature -- Scarecrow

When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{1}: Add one mana of any color. This creature becomes that color until end of turn. Activate only once each turn.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Gallant Fowlknight {3}{W}

Creature -- Kithkin Knight

When this creature enters, creatures you control get +1/+0 until end of turn. Kithkin creatures you control also gain first strike until end of turn.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gangly Stompling {2}{R/G}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Trample

[sideboard]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gangly Stompling {2}{R/G}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Trample

[sideboard]

4/2

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

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

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

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

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

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

Lasting Tarfire {1}{R}

Enchantment

At the beginning of each end step, if you put a counter on a creature this turn, this enchantment deals 2 damage to each opponent.

[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

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

Moon-Vigil Adherents {2}{G}{G}

Creature -- Elf Druid

Trample
This creature gets +1/+1 for each creature you control and each creature card in your graveyard.

[sideboard]

0/0

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutable Explorer {2}{G}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, create a tapped Mutavault token. (It's a land with "{T}: Add {C}" and "{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.")

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Nameless Inversion {1}{B}

Kindred Instant -- Shapeshifter

Changeling (This card is every creature type.)
Target creature gets +3/-3 and loses all creature types until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Omni-Changeling {3}{U}{U}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
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.)
You may have this creature enter as a copy of any creature on the battlefield, except it has changeling.

[sideboard]

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Omni-Changeling {3}{U}{U}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
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.)
You may have this creature enter as a copy of any creature on the battlefield, except it has changeling.

[sideboard]

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Rimefire Torque {1}{U}

Artifact

As this artifact enters, choose a creature type.
Whenever a permanent you control of the chosen type enters, put a charge counter on this artifact.
{T}, Remove three charge counters from this artifact: When you next cast an instant or sorcery spell this turn, copy it. You may choose new targets for the copy.

[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

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

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

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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

Sear (1)(R)

Instant

Sear deals 4 damage to target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shore Lurker (3)(W)

Creature -- Merfolk Scout

Flying
When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shore Lurker (3)(W)

Creature -- Merfolk Scout

Flying
When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[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

Spiral into Solitude (1)(W)

Enchantment -- Aura

Enchant creature
Enchanted creature can't attack or block.
{1}{W}, Blight 1, Sacrifice this Aura: Exile enchanted creature. (To blight 1, put a -1/-1 counter on a creature you control.)

[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

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

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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

Timid Shieldbearer {1}{W}

Creature -- Kithkin Soldier

{4}{W}: Creatures you control get +1/+1 until end of turn.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trystan's Command {4}{B}{G}

Kindred Sorcery -- Elf

Choose two --
* Create a token that's a copy of target Elf you control.
* Return one or two target permanent cards from your graveyard to your hand.
* Destroy target creature or enchantment.
* Creatures target player controls get +3/+3 until end of turn. Untap them.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trystan's Command {4}{B}{G}

Kindred Sorcery -- Elf

Choose two --
* Create a token that's a copy of target Elf you control.
* Return one or two target permanent cards from your graveyard to your hand.
* Destroy target creature or enchantment.
* Creatures target player controls get +3/+3 until end of turn. Untap them.

[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

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

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

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

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Wanderwine Distracter 3U

Creature -- Merfolk Wizard

Whenever this creature becomes tapped, target creature an opponent controls gets -3/-0 until end of turn.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wanderwine Distracter 3U

Creature -- Merfolk Wizard

Whenever this creature becomes tapped, target creature an opponent controls gets -3/-0 until end of turn.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Unraveling UU

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 6G

Creature -- Giant Berserker

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

[sideboard]

6/5

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.