Abigale, Eloquent First-Year {W/B}{W/B}

Legendary Creature -- Bird Bard

Flying, first strike, lifelink
When Abigale enters, up to one other target creature loses all abilities. Put a flying counter, a first strike counter, and a lifelink counter on that creature.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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

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

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

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.

Catharsis {4}{R/W}{R/W}

Creature -- Elemental Incarnation

When this creature enters, if {W}{W} was spent to cast it, create two 1/1 green and white Kithkin creature tokens.
When this creature enters, if {R}{R} was spent to cast it, creatures you control get +1/+1 and gain haste until end of turn.
Evoke {R/W}{R/W} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cinder Strike {R}

Sorcery

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
Cinder Strike deals 2 damage to target creature. It deals 4 damage to that creature instead if this spell's additional cost was paid.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clachan Festival {2}{W}

Kindred Enchantment -- Kithkin

When this enchantment enters, create two 1/1 green and white Kithkin creature tokens.
{4}{W}: Create a 1/1 green and white Kithkin creature token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creakwood Safewright {1}{B}

Creature -- Elf Warrior

This creature enters with three -1/-1 counters on it.
At the beginning of your end step, if there is an Elf card in your graveyard and this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creakwood Safewright {1}{B}

Creature -- Elf Warrior

This creature enters with three -1/-1 counters on it.
At the beginning of your end step, if there is an Elf card in your graveyard and this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creakwood Safewright {1}{B}

Creature -- Elf Warrior

This creature enters with three -1/-1 counters on it.
At the beginning of your end step, if there is an Elf card in your graveyard and this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.

[sideboard]

5/5

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

Dawn-Blessed Pennant {1}

Artifact

As this artifact enters, choose Elemental, Elf, Faerie, Giant, Goblin, Kithkin, Merfolk, or Treefolk.
Whenever a permanent you control of the chosen type enters, you gain 1 life.
{2}, {T}, Sacrifice this artifact: Return target card of the chosen type from your graveyard to your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Dawn-Blessed Pennant {1}

Artifact

As this artifact enters, choose Elemental, Elf, Faerie, Giant, Goblin, Kithkin, Merfolk, or Treefolk.
Whenever a permanent you control of the chosen type enters, you gain 1 life.
{2}, {T}, Sacrifice this artifact: Return target card of the chosen type from your graveyard to your hand.

[sideboard]

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

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

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

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

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

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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

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

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

Forest

Basic Land -- Forest

({T}: Add {G}.)

[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

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

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

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Glamermite — 2U

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

Great Forest Druid — 1G

Creature -- Treefolk Druid

{T}: Add one mana of any color.

[sideboard]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gristle Glutton — 1R

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

Illusion Spinners — 4U

Creature -- Faerie Wizard

You may cast this spell as though it had flash if you control a Faerie.
Flying
This creature has hexproof as long as it's untapped. (It can't be the target of spells or abilities your opponents control.)

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Impolite Entrance — R

Sorcery

Target creature gains trample and haste until end of turn.
Draw a card.

[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

Kinbinding — 3WW

Enchantment

Creatures you control get +X/+X, where X is the number of creatures that entered the battlefield under your control this turn.
At the beginning of combat on your turn, create a 1/1 green and white Kithkin creature token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kulrath Mystic — 2U

Creature -- Elemental Wizard

Whenever you cast a spell with mana value 4 or greater, this creature gets +2/+0 and gains vigilance until end of turn.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

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

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

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

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

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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

Noggle Robber {1}{R/G}{R/G}

Creature -- Noggle Rogue

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

[sideboard]

3/3

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

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

Reaping Willow {1}{W/B}{W/B}{W/B}

Creature -- Treefolk Cleric

Lifelink
This creature enters with two -1/-1 counters on it.
{1}{W/B}, Remove two counters from this creature: Return target creature card with mana value 3 or less from your graveyard to the battlefield. Activate only as a sorcery.

[sideboard]

3/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Requiting Hex {B}

Instant

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)
Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ajoloT - Unknown format (MOCS Showcase Open) sheet 7/11 - 8 cards - 2.5 x 3.5 in each

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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

Safewright Cavalry {3}{G}

Creature -- Elf Warrior

This creature can't be blocked by more than one creature.
{5}: Target Elf you control gets +2/+2 until end of turn.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Safewright Cavalry {3}{G}

Creature -- Elf Warrior

This creature can't be blocked by more than one creature.
{5}: Target Elf you control gets +2/+2 until end of turn.

[sideboard]

4/4

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

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 Mentor {1}{U}

Creature -- Merfolk Wizard

As an additional cost to cast this spell, behold a Merfolk or pay {2}. (To behold a Merfolk, choose a Merfolk you control or reveal a Merfolk card from your hand.)
When this creature enters, create a 1/1 white and blue Merfolk creature token.

[sideboard]

2/1

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

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

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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

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

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

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

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

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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

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

Thoughtweft Lieutenant {G}{W}

Creature -- Kithkin Soldier

Whenever this creature or another Kithkin you control enters, target creature you control gets +1/+1 and gains trample until end of turn.

[sideboard]

2/2

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

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

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

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

Playtest cards - ajoloT - Unknown format (MOCS Showcase Open) sheet 10/11 - 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.

Unexpected Assistance 3UU

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]

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[sideboard]

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Unwelcome Sprite 1U

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

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Wanderbrine Preacher 1W

Creature -- Merfolk Cleric

Whenever this creature becomes tapped, you gain 2 life.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ajoloT - Unknown format (MOCS Showcase Open) sheet 11/11 - 4 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.