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

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

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

Blight Rot {2}{B}

Instant

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

[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

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

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.

Burning Curiosity {2}{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.)
Exile the top two cards of your library. If this spell's additional cost was paid, exile the top three cards instead. Until the end of your next turn, you may play those cards.

[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

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

Curious Colossus {5}{W}{W}

Creature -- Giant Warrior

When this creature enters, each creature target opponent controls loses all abilities, becomes a Coward in addition to its other types, and has base power and toughness 1/1.

[sideboard]

7/7

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

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

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Eclipsed Boggart {B/R}{B/R}{B/R}

Creature -- Goblin Scout

When this creature enters, look at the top four cards of your library. You may reveal a Goblin, Swamp, 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]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eclipsed Boggart {B/R}{B/R}{B/R}

Creature -- Goblin Scout

When this creature enters, look at the top four cards of your library. You may reveal a Goblin, Swamp, 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]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Creature -- Kithkin Scout

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

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elder Auntie {2}{R}

Creature -- Goblin Warlock

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

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

End-Blaze Epiphany {X}{R}

Instant

End-Blaze Epiphany deals X damage to target creature. When that creature dies this turn, exile a number of cards from the top of your library equal to its power, then choose a card exiled this way. Until the end of your next turn, you may play that card.

[sideboard]

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

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

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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

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

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

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

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

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

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Glamermite (2)(U)

Creature -- Faerie Rogue

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

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goatnap (2)(R)

Sorcery

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn. If that creature is a Goat, it also gets +3/+0 until end of turn.

[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

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

Grub's Command (3)(B)(R)

Kindred Sorcery -- Goblin

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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Illusion Spinners {4}{U}

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

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kinsbaile Aspirant {W}

Creature -- Kithkin Citizen

As an additional cost to cast this spell, behold a Kithkin or pay {2}. (To behold a Kithkin, choose a Kithkin you control or reveal a Kithkin card from your hand.)
Whenever another creature you control enters, this creature gets +1/+1 until end of turn.

[sideboard]

2/1

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

Lys Alana Informant {1}{G}

Creature -- Elf Scout

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

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lys Alana Informant {1}{G}

Creature -- Elf Scout

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

[sideboard]

3/1

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

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nightmare Sower 3B

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

Personify 1W

Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. Create a 1/1 colorless Shapeshifter creature token with changeling. (It's every creature type.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismabasher 4GG

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]

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Ransacking 1R

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rime Chill 6U

Instant

Vivid -- This spell costs {1} less to cast for each color among permanents you control.
Tap up to two target creatures. Put a stun counter on each of them. (If a permanent with a stun counter would become untapped, remove one from it instead.)
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Rimekin Recluse (2)(U)

Creature -- Elemental Wizard

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

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Run Away Together (1)(U)

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scarblade Scout (1)(B)

Creature -- Elf Scout

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

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shimmercreep (4)(B)

Creature -- Elemental

Menace (This creature can't be blocked except by two or more creatures.)
Vivid -- When this creature enters, each opponent loses X life and you gain X life, where X is the number of colors among permanents you control.

[sideboard]

3/5

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

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

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

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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

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

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

Creature -- Treefolk Cleric

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Vigilance

[sideboard]

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunderflock {7}{U}{U}

Creature -- Elemental

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

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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]

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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

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

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

Voracious Tome-Skimmer {U/B}{U/B}{U/B}

Creature -- Faerie Rogue

Flying
Whenever you cast a spell during an opponent's turn, you may pay 1 life. If you do, draw a card.

[sideboard]

2/3

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

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

Wanderwine Distracter {3}{U}

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

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

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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]

6/5

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]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wistfulness {3}{G/U}{G/U}

Creature -- Elemental Incarnation

When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.
When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.
Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

[sideboard]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Artemis_ - 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.