Appeal to Eirdu {3}{W}

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
One or two target creatures each get +2/+1 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aquitect's Defenses {1}{U}

Enchantment -- Aura

Flash
Enchant creature you control
When this Aura enters, enchanted creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)
Enchanted creature gets +1/+2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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Bile-Vial Boggart {B}

Creature -- Goblin Assassin

When this creature dies, put a -1/-1 counter on up to one target creature.

[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

Boggart Cursecrafter {B}{R}

Creature -- Goblin Warlock

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

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boggart Mischief {2}{B}

Kindred Enchantment -- Goblin

When this enchantment enters, you may blight 1. If you do, create two 1/1 black and red Goblin creature tokens. (To blight 1, put a -1/-1 counter on a creature you control.)
Whenever a Goblin creature you control dies, each opponent loses 1 life and you gain 1 life.

[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

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

Chomping Changeling {2}{G}

Creature -- Shapeshifter

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

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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

Deepchannel Duelist {W}{U}

Creature -- Merfolk Soldier

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

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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]

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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

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

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

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

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

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

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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

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

Iron-Shield Elf (1)(B)

Creature -- Elf Warrior

Discard a card: This creature gains indestructible until end of turn. Tap it. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.)

[sideboard]

3/1

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

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

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

Personify (1)(W)

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

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

Reckless Ransacking (1)(R)

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

Reckless Ransacking (1)(R)

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

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

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

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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

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

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

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

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

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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

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

Spry and Mighty {4}{G}

Sorcery

Choose exactly two creatures you control. You draw X cards and the chosen creatures get +X/+X and gain trample until end of turn, where X is the difference between the chosen creatures' powers.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Squawkroaster {3}{R}

Creature -- Elemental

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

[sideboard]

***/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stratosoarer {4}{U}

Creature -- Elemental

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

[sideboard]

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stratosoarer {4}{U}

Creature -- Elemental

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

[sideboard]

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

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

Sygg's Command {1}{W}{U}

Kindred Sorcery -- Merfolk

Choose two --
* Create a token that's a copy of target Merfolk you control.
* Creatures target player controls gain lifelink until end of turn.
* Target player draws a card.
* Tap target creature. Put a stun counter on it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden

Land -- Forest Plains

({T}: Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

[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

Timid Shieldbearer {1}{W}

Creature -- Kithkin Soldier

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

[sideboard]

2/2

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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

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

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 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

Warren Torchmaster {1}{R}

Creature -- Goblin Warrior

At the beginning of combat on your turn, you may blight 1. When you do, target creature gains haste until end of turn. (To blight 1, put a -1/-1 counter on a creature you control.)

[sideboard]

2/2

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

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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

Winnowing {4}{W}{W}

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.)
For each player, you choose a creature that player controls. Then each player sacrifices all other creatures they control that don't share a creature type with the chosen creature they control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - sebastianpozzo - 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.