Adept Watershaper (2)(W)

Creature -- Merfolk Cleric

Other tapped creatures you control have indestructible.

[sideboard]

3/4

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

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

Bloodline Bidding (6)(B)(B)

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.)
Choose a creature type. Return all creature cards of the chosen type from your graveyard to the battlefield.

[sideboard]

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

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.

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

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

Burdened Stoneback (1)(W)

Creature -- Giant Warrior

This creature enters with two -1/-1 counters on it.
{1}{W}, Remove a counter from this creature: Target creature gains indestructible until end of turn. Activate only as a sorcery. (Damage and effects that say "destroy" don't destroy it. If its toughness is 0 or less, it still dies.)

[sideboard]

4/4

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

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

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

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Disruptor of Currents {3}{U}{U}

Creature -- Merfolk Wizard

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

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disruptor of Currents {3}{U}{U}

Creature -- Merfolk Wizard

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

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dream Seizer {3}{B}

Creature -- Faerie Rogue

Flying
When this creature enters, you may blight 1. If you do, each opponent discards a card. (To blight 1, put a -1/-1 counter on a creature you control.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eclipsed 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

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

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

Flamebraider {1}{R}

Creature -- Elemental Bard

{T}: Add two mana in any combination of colors. Spend this mana only to cast Elemental spells or activate abilities of Elemental sources.

[sideboard]

2/2

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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

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

Formidable Speaker {2}{G}

Creature -- Elf Druid

When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.
{1}, {T}: Untap another target permanent.

[sideboard]

2/4

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

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Graveshifter {3}{B}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, you may return target creature card from your graveyard to your hand.

[sideboard]

2/2

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

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

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

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

Kinscaer Sentry {1}{W}

Creature -- Kithkin Soldier

First strike, lifelink
Whenever this creature attacks, you may put a creature card with mana value X or less from your hand onto the battlefield tapped and attacking, where X is the number of attacking creatures you control.

[sideboard]

2/2

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Kithkeeper {6}{W}

Creature -- Elemental

Vivid -- When this creature enters, create X 1/1 green and white Kithkin creature tokens, where X is the number of colors among permanents you control.
Tap three untapped creatures you control: This creature gets +3/+0 and gains flying until end of turn.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kulrath Mystic {2}{U}

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

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

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

Lofty Dreams {3}{U}{U}

Enchantment -- Aura

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.)
Enchant creature
When this Aura enters, draw a card.
Enchanted creature gets +2/+2 and has flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lofty Dreams {3}{U}{U}

Enchantment -- Aura

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.)
Enchant creature
When this Aura enters, draw a card.
Enchanted creature gets +2/+2 and has flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lys Alana Dignitary {1}{G}

Creature -- Elf Advisor

As an additional cost to cast this spell, behold an Elf or pay {2}. (To behold an Elf, choose an Elf you control or reveal an Elf card from your hand.)
{T}: Add {G}{G}. Activate only if there is an Elf card in your graveyard.

[sideboard]

2/3

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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

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

Mornsong Aria {1}{B}{B}

Legendary Enchantment

Players can't draw cards or gain life.
At the beginning of each player's draw step, that player loses 3 life, searches their library for a card, puts it into their hand, then shuffles.

[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

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

Overgrown Tomb

Land -- Swamp Forest

({T}: Add {B} or {G}.)
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

Prismatic Undercurrents {3}{G}

Enchantment

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reluctant Dounguard {2}{W}

Creature -- Kithkin Soldier

This creature enters with two -1/-1 counters on it.
Whenever another creature you control enters while this creature has a -1/-1 counter on it, remove a -1/-1 counter from this creature.

[sideboard]

4/4

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Rime Chill {6}{U}

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

Rooftop Percher {5}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Flying
When this creature enters, exile up to two target cards from graveyards. You gain 3 life.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rooftop Percher {5}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Flying
When this creature enters, exile up to two target cards from graveyards. You gain 3 life.

[sideboard]

3/3

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

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

Shimmerwilds Growth {1}{G}

Enchantment -- Aura

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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

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

Soul Immolation {3}{R}{R}

Sorcery

As an additional cost to cast this spell, blight X. X can't be greater than the greatest toughness among creatures you control. (Put X -1/-1 counters on a creature you control.)
Soul Immolation deals X damage to each opponent and each creature they 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

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

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

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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

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtweft Charge {1}{G}

Instant

Target creature gets +3/+3 until end of turn. If a creature entered the battlefield under your control this turn, draw a card.

[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

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

Twinflame Travelers {2}{U}{R}

Creature -- Elemental Sorcerer

Flying
If a triggered ability of another Elemental you control triggers, it triggers an additional time.

[sideboard]

3/3

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

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

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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 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

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

Playtest cards - msskinbolic - 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.