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

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

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

Ashling, Rekindled

Card

[sideboard]

- - - OTHER FACE - - -

Ashling, Rekindled

Card

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

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

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.

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 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

Boldwyr Aggressor {3}{R}{R}

Creature -- Giant Warrior

Double strike
Other Giants you control have double strike.

[sideboard]

2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boneclub Berserker {3}{R}

Creature -- Goblin Berserker

This creature gets +2/+0 for each other Goblin you control.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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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

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

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

Crib Swap {2}{W}

Kindred Instant -- Shapeshifter

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crossroads Watcher {2}{G}

Creature -- Kithkin Ranger

Trample
Whenever another creature you control enters, this creature gets +1/+0 until end of turn.

[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

Deepway Navigator {W}{U}

Creature -- Merfolk Wizard

Flash
When this creature enters, untap each other Merfolk you control.
As long as you attacked with three or more Merfolk this turn, Merfolk you control get +1/+0.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Doran, Besieged by Time {1}{W}{B}{G}

Legendary Creature -- Treefolk Druid

Each creature spell you cast with toughness greater than its power costs {1} less to cast.
Whenever a creature you control attacks or blocks, it gets +X/+X until end of turn, where X is the difference between its power and toughness.

[sideboard]

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Eclipsed Flamekin (1)(U/R)(U/R)

Creature -- Elemental Scout

When this creature enters, look at the top four cards of your library. You may reveal an Elemental, Island, 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]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Firdoch Core (3)

Kindred Artifact -- Shapeshifter

Changeling (This card is every creature type.)
{T}: Add one mana of any color.
{4}: This artifact becomes a 4/4 artifact creature until end of turn.

[sideboard]

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

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

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

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

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Glen Elendra Guardian (2)(U)

Creature -- Faerie Wizard

Flash
Flying
This creature enters with a -1/-1 counter on it.
{1}{U}, Remove a counter from this creature: Counter target noncreature spell. Its controller draws a card.

[sideboard]

3/4

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

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

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

Great Forest Druid (1)(G)

Creature -- Treefolk Druid

{T}: Add one mana of any color.

[sideboard]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gristle Glutton (1)(R)

Creature -- Goblin Scout

{T}, Blight 1: Discard a card. If you do, draw a card. (To blight 1, put a -1/-1 counter on a creature you control.)

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Heirloom Auntie {2}{B}

Creature -- Goblin Warlock

This creature enters with two -1/-1 counters on it.
Whenever another creature you control dies, surveil 1, then remove a -1/-1 counter from this creature. (To surveil 1, look at the top card of your library. You may put it into your graveyard.)

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kulrath Zealot {5}{R}

Creature -- Elemental Warrior

When this creature enters, exile the top card of your library. Until the end of your next turn, you may play that card.
Basic landcycling {1}{R} ({1}{R}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

[sideboard]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Loch Mare {1}{U}

Creature -- Horse Serpent

This creature enters with three -1/-1 counters on it.
{1}{U}, Remove a counter from this creature: Draw a card.
{2}{U}, Remove two counters from this creature: Tap target creature. Put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)

[sideboard]

4/5

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

Merrow Skyswimmer {3}{W/U}{W/U}

Creature -- Merfolk Soldier

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.)
Flying, vigilance
When this creature enters, create a 1/1 white and blue Merfolk creature token.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mischievous Sneakling {1}{U/B}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Flash

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Moonglove Extractor (2)(B)

Creature -- Elf Warlock

Whenever this creature attacks, you draw a card and lose 1 life.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nameless Inversion (1)(B)

Kindred Instant -- Shapeshifter

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nameless Inversion (1)(B)

Kindred Instant -- Shapeshifter

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nightmare Sower (3)(B)

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

Omni-Changeling (3)(U)(U)

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
You may have this creature enter as a copy of any creature on the battlefield, except it has changeling.

[sideboard]

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prideful Feastling (2)(W/B)

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Lifelink

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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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

Retched Wretch {2}{B}

Creature -- Goblin

When this creature dies, if it had a -1/-1 counter on it, return it to the battlefield under its owner's control and it loses all abilities.

[sideboard]

4/2

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

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 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

Sear {1}{R}

Instant

Sear deals 4 damage to target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Selfless Safewright {3}{G}{G}

Creature -- Elf Warrior

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, choose a creature type. Other permanents you control of that type gain hexproof and indestructible until end of turn.

[sideboard]

4/2

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

Spell Snare {U}

Instant

Counter target spell with mana value 2.

[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

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

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

Tanufel Rimespeaker {3}{U}

Creature -- Elemental Wizard

Whenever you cast a spell with mana value 4 or greater, draw a card.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Taster of Wares (2)(B)

Creature -- Goblin Warlock

When this creature enters, target opponent reveals X cards from their hand, where X is the number of Goblins you control. You choose one of those cards. That player exiles it. If an instant or sorcery card is exiled this way, you may cast it for as long as you control this creature, and mana of any type can be spent to cast that spell.

[sideboard]

3/2

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

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

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

Unexpected Assistance (3)(U)(U)

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Draw three cards, then discard a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unwelcome Sprite (1)(U)

Creature -- Faerie Rogue

Flying
Whenever you cast a spell during an opponent's turn, surveil 2. (Look at the top two cards of your library. You may put any number of them into your graveyard and the rest on top of your library in any order.)

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Virulent Emissary (G)

Creature -- Elf Assassin

Deathtouch
Whenever another creature you control enters, you gain 1 life.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

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

Playtest cards - pacoelflaco - 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.