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

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

Blight Rot (2)(B)

Instant

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

[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

Boulder Dash (1)(R)

Sorcery

Boulder Dash deals 2 damage to any target and 1 damage to any other target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boulder Dash (1)(R)

Sorcery

Boulder Dash deals 2 damage to any target and 1 damage to any other target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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

Creature -- Elemental Incarnation

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

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Changeling Wayfinder {3}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle.

[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

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

Collective Inferno {3}{R}{R}

Enchantment

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.)
As this enchantment enters, choose a creature type.
Double all damage that sources you control of the chosen type would deal.

[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

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

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

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.

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

Dundoolin Weaver {1}{G}

Creature -- Kithkin Druid

When this creature enters, if you control three or more creatures, return target permanent card from your graveyard to your hand.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eclipsed Merrow {W/U}{W/U}{W/U}

Creature -- Merfolk Scout

When this creature enters, look at the top four cards of your library. You may reveal a Merfolk, Plains, or Island 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

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

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

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

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.

Explosive Prodigy (1)(R)

Creature -- Elemental Sorcerer

Vivid -- When this creature enters, it deals X damage to target creature an opponent controls, where X is the number of colors among permanents you control.

[sideboard]

1/1

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

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

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

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

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

Flaring Cinder (1)(U/R)(U/R)

Creature -- Elemental Sorcerer

When this creature enters and whenever you cast a spell with mana value 4 or greater, you may discard a card. If you do, draw a card.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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

Glamer Gifter (1)(U)

Creature -- Faerie Wizard

Flash
Flying
When this creature enters, choose up to one other target creature. Until end of turn, that creature has base power and toughness 4/4 and gains all creature types.

[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

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

Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
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

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.

Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
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

Kulrath Zealot 5R

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 3W

Enchantment

When this enchantment enters, exile up to one target nonland permanent an opponent controls until this enchantment leaves the battlefield. You gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liminal Hold 3W

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

Midnight Tilling 1G

Instant

Mill four cards, then you may return a permanent card from among them to your hand. (To mill four cards, put the top four cards of your library into your graveyard.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mistmeadow Council 4G

Creature -- Kithkin Advisor

This spell costs {1} less to cast if you control a Kithkin.
When this creature enters, draw a card.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moon-Vigil Adherents 2GG

Creature -- Elf Druid

Trample
This creature gets +1/+1 for each creature you control and each creature card in your graveyard.

[sideboard]

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Morningtide's Light 3W

Sorcery

Exile any number of target creatures. At the beginning of the next end step, return those cards to the battlefield tapped under their owners' control.
Until your next turn, prevent all damage that would be dealt to you.
Exile Morningtide's Light.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Mort_Kawasaki - Unknown format (MOCS Showcase Open) sheet 6/11 - 8 cards - 2.5 x 3.5 in each

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[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

Perfect Intimidation {3}{B}

Sorcery

Choose one or both --
* Target opponent exiles two cards from their hand.
* Remove all counters from target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pestered Wellguard {3}{U}

Creature -- Merfolk Soldier

Whenever this creature becomes tapped, create a 1/1 blue and black Faerie creature token with flying.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[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

Raiding Schemes {3}{R}{G}

Enchantment

Each noncreature spell you cast has conspire. (As you cast a noncreature spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose new targets for the copy. A copy of a permanent spell becomes a token.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Creature -- Treefolk Cleric

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

[sideboard]

3/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Riverguard's Reflexes {1}{W}

Instant

Target creature gets +2/+2 and gains first strike until end of turn.
Untap it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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'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

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

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 Peddler {2}{U}

Creature -- Merfolk Citizen

Whenever this creature becomes tapped, draw a card, then discard a card.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Silvergill Peddler {2}{U}

Creature -- Merfolk Citizen

Whenever this creature becomes tapped, draw a card, then discard a card.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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

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

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

Playtest cards - Mort_Kawasaki - Unknown format (MOCS Showcase Open) sheet 9/11 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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

Thoughtweft Imbuer {3}{W}

Creature -- Kithkin Advisor

Whenever a creature you control attacks alone, it gets +X/+X until end of turn, where X is the number of Kithkin you control.

[sideboard]

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trystan, Callous Cultivator {2}{G}

Legendary Creature -- Elf Druid

Deathtouch
Whenever this creature enters or transforms into Trystan, Callous Cultivator, mill three cards. Then if there is an Elf card in your graveyard, you gain 2 life.
At the beginning of your first main phase, you may pay {B}. If you do, transform Trystan.

[sideboard]

3/4

- - - BACK FACE - - -

Trystan, Penitent Culler

Legendary Creature -- Elf Warlock

Deathtouch
Whenever this creature transforms into Trystan, Penitent Culler, mill three cards, then you may exile an Elf card from your graveyard. If you do, each opponent loses 2 life.
At the beginning of your first main phase, you may pay {G}. If you do, transform Trystan.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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

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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

Wary Farmer {1}{G/W}{G/W}

Creature -- Kithkin Citizen

At the beginning of your end step, if another creature entered the battlefield under your control this turn, 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

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

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.