

Astelli Reclaimer 3 W W Creature -- Angel Warrior Flying When this creature enters, return target noncreature, nonland permanent card with mana value X or less from your graveyard to the battlefield, where X is the amount of mana spent to cast this creature. Warp {2}{W} [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Atmospheric Greenhouse 4 G Artifact -- Spacecraft When this Spacecraft enters, put a +1/+1 counter on each creature you control. Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 8+.) 8+ Flying, trample [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Banishing Light 2 W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Banishing Light 2 W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Blooming Stinger 1 G Creature -- Plant Scorpion Deathtouch When this creature enters, another target creature you control gains deathtouch until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Command Bridge Land This land enters tapped. When this land enters, sacrifice it unless you tap an untapped permanent you control. {T}: Add one mana of any color. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cryoshatter U Enchantment -- Aura Enchant creature Enchanted creature gets -5/-0. When enchanted creature becomes tapped or is dealt damage, destroy it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cryoshatter U Enchantment -- Aura Enchant creature Enchanted creature gets -5/-0. When enchanted creature becomes tapped or is dealt damage, destroy it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decode Transmissions (2)(B) Sorcery You draw two cards and lose 2 life. Void -- If a nonland permanent left the battlefield this turn or a spell was warped this turn, instead you draw two cards and each opponent loses 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Depressurize (1)(B) Instant Target creature gets -3/-0 until end of turn. Then if that creature's power is 0 or less, destroy it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Desculpting Blast (1)(U) Instant Return target nonland permanent to its owner's hand. If it was attacking, create a 1/1 colorless Drone artifact creature token with flying and "This token can block only creatures with flying." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diplomatic Relations (2)(G) Instant Target creature you control gets +1/+0 and gains vigilance until end of turn. It deals damage equal to its power to target creature an opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dockworker Drone (1)(W) Artifact Creature -- Robot This creature enters with a +1/+1 counter on it. When this creature dies, put its counters on target creature you control. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dual-Sun Adepts (2)(W) Creature -- Human Soldier Double strike {5}: Creatures you control get +1/+1 until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Edge Rover (6) Artifact Creature -- Robot Scout Reach When this creature dies, each player creates a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Extinguisher Battleship (8) Artifact -- Spacecraft When this Spacecraft enters, destroy target noncreature permanent. Then this Spacecraft deals 4 damage to each creature. Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 5+.) 5+ Flying, trample [sideboard] 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Flight-Deck Coordinator (2)(W) Creature -- Human Soldier At the beginning of your end step, if you control two or more tapped creatures, you gain 2 life. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Focus Fire (W) Instant Focus Fire deals X damage to target attacking or blocking creature, where X is 2 plus the number of creatures and/or Spacecraft you control. [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	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	Frenzied Baloth (G)(G) Creature -- Beast This spell can't be countered. Trample, haste Creature spells you control can't be countered. Combat damage can't be prevented. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Frontline War-Rager (2)(R) Creature -- Kavu Soldier At the beginning of your end step, if you control two or more tapped creatures, put a +1/+1 counter on this creature. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Full Bore (R) Instant Target creature you control gets +3/+2 until end of turn. If that creature was cast for its warp cost, it also gains trample and haste until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - bernardocssa - Unknown format (MOCs Showcase Open)

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.

sheet 3/11 - 8 cards - 2.5 x 3.5 in each

Fungal Colossus 66 Creature -- Fungus Beast This spell costs {X} less to cast, where X is the number of differently named lands you control. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fungal Colossus 66 Creature -- Fungus Beast This spell costs {X} less to cast, where X is the number of differently named lands you control. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Galactic Wayfarer 26 Creature -- Human Scout When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gene Pollinator 6 Artifact Creature -- Robot Insect {T}, Tap an untapped permanent you control: Add one mana of any color. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gene Pollinator 6 Artifact Creature -- Robot Insect {T}, Tap an untapped permanent you control: Add one mana of any color. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glacier Godmaw 566 Creature -- Leviathan Trample When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") Landfall -- Whenever a land you control enters, creatures you control get +1/+1 and gain vigilance and haste until end of turn. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gravblade Heavy 3B Creature -- Human Soldier As long as you control an artifact, this creature gets +1/+0 and has deathtouch. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gravpack Monoist 2B Creature -- Human Scout Flying When this creature dies, create a tapped 2/2 colorless Robot artifact creature token. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gravpack Monoist (2)(B) Creature -- Human Scout Flying When this creature dies, create a tapped 2/2 colorless Robot artifact creature token. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hemosymbic Mite (G) Creature -- Mite Whenever this creature becomes tapped, another target creature you control gets +X/+X until end of turn, where X is this creature's power. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Honor (W) Sorcery Put a +1/+1 counter on target creature. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Honored Knight-Captain (1)(W) Creature -- Human Advisor Knight When this creature enters, create a 1/1 white Human Soldier creature token. {4}{W}{W}, Sacrifice this creature: Search your library for an Equipment card, put it onto the battlefield, then shuffle. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hylderblade (B) Artifact -- Equipment Equipped creature gets +3/+1. Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, attach this Equipment to target creature you control. Equip {4} ({4}: Attach to target creature you control. Equip only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Illvoi Galeblade (U) Creature -- Jellyfish Warrior Flash Flying {2}, Sacrifice this creature: Draw a card. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Illvoi Light Jammer (1)(U) Artifact -- Equipment Flash When this Equipment enters, attach it to target creature you control. That creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) Equipped creature gets +1/+2. Equip {3} [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Illvoi Operative (1)(U) Creature -- Jellyfish Rogue Whenever you cast your second spell each turn, put a +1/+1 counter on this creature. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Insatiable Skittermaw 2B Creature -- Insect Horror Menace (This creature can't be blocked except by two or more creatures.) Void -- At the beginning of your end step, if a nonland permanent left the battlefield this turn or a spell was warped this turn, put a +1/+1 counter on this creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasive Maneuvers 1R Instant Invasive Maneuvers deals 3 damage to target creature. It deals 5 damage instead if you control a Spacecraft. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight Luminary 3W Creature -- Human Knight When this creature enters, create a 1/1 white Human Soldier creature token. Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightstall Inquisitor W Creature -- Angel Wizard Vigilance When this creature enters, each opponent exiles a card from their hand and may play that card for as long as it remains exiled. Each spell cast this way costs {1} more to cast. Each land played this way enters tapped. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lithobraking 2R Instant Create a Lander token. Then you may sacrifice an artifact. When you do, Lithobraking deals 2 damage to each creature. (A Lander token is an artifact with "{2}, {T}, Sacrifice this token: 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	Mechan Assembler 4U Artifact Creature -- Robot Artificer Whenever another artifact you control enters, create a 2/2 colorless Robot artifact creature token. This ability triggers only once each turn. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mental Modulation 1U Instant This spell costs {1} less to cast during your turn. Tap target artifact or creature. Draw a card. [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

Nebula Dragon 6R Creature -- Dragon Flying When this creature enters, it deals 3 damage to any target. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nutrient Block 1 Artifact -- Food Indestructible (Effects that say "destroy" don't destroy this artifact.) {2}, {T}, Sacrifice this artifact: You gain 3 life. When this artifact is put into a graveyard from the battlefield, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orbital Plunge 3R Sorcery Orbital Plunge deals 6 damage to target creature. If excess damage was dealt this way, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oreplate Pangolin 1R Artifact Creature -- Robot Pangolin Whenever another artifact you control enters, you may pay {1}. If you do, put a +1/+1 counter on this creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Oreplate Pangolin 1R Artifact Creature -- Robot Pangolin Whenever another artifact you control enters, you may pay {1}. If you do, put a +1/+1 counter on this creature. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pinnacle Kill-Ship 7 Artifact -- Spacecraft When this Spacecraft enters, it deals 10 damage to up to one target creature. Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 7+.) 7+ Flying [sideboard] 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quantum Riddler 3UU Creature -- Sphinx Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U} [sideboard] 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - bernardocssa - Unknown format (MOCS Showcase Open)

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.

sheet 7/11 - 8 cards - 2.5 x 3.5 in each

Red Tiger Mechan (3)(R) Artifact Creature -- Robot Cat Haste Warp {1}{R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Red Tiger Mechan (3)(R) Artifact Creature -- Robot Cat Haste Warp {1}{R} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Remnant Elemental (1)(R) Creature -- Elemental Reach Landfall -- Whenever a land you control enters, this creature gets +2/+0 until end of turn. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reroute Systems (W) Instant Choose one -- * Target artifact or creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) * Reroute Systems deals 2 damage to target tapped creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Roving Actuator (2)(R) Artifact Creature -- Robot Void -- When this creature enters, if a nonland permanent left the battlefield this turn or a spell was warped this turn, exile up to one target instant or sorcery card with mana value 2 or less from your graveyard. Copy it. You may cast the copy without paying its mana cost. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ruinous Rampage (1)(R)(R) Sorcery Choose one -- * Ruinous Rampage deals 3 damage to each opponent. * Exile all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scour for Scrap (3)(U) Instant Choose one or both -- * Search your library for an artifact card, reveal it, put it into your hand, then shuffle. * Return target artifact card from your graveyard to your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seedship Agrarian (3)(G) Creature -- Insect Scientist Whenever this creature becomes tapped, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Selfcraft Mechan ③① Artifact Creature -- Robot Artificer When this creature enters, you may sacrifice an artifact. When you do, put a +1/+1 counter on target creature and draw a card. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shattered Wings ②⑥ Sorcery Destroy target artifact, enchantment, or creature with flying. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Specimen Freighter ⑤① Artifact -- Spacecraft When this Spacecraft enters, return up to two target non-Spacecraft creatures to their owners' hands. Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 9+.) 9+ Flying Whenever this Spacecraft attacks, defending player mills four cards. [sideboard] 4/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starport Security ① Artifact Creature -- Robot Soldier {3}{W}, {T}: Tap another target creature. This ability costs {2} less to activate if you control a creature with a +1/+1 counter on it. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Survey Mechan ④ Artifact Creature -- Robot Flying Hexproof (This creature can't be the target of spells or abilities your opponents control.) {10}, Sacrifice this creature: It deals 3 damage to any target. Target player draws three cards and gains 3 life. This ability costs {X} less to activate, where X is the number of differently named lands you control. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swarm Culler ③② Creature -- Insect Warrior Flying Whenever this creature becomes tapped, you may sacrifice another creature or artifact. If you do, draw a card. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swarm Culler ③② Creature -- Insect Warrior Flying Whenever this creature becomes tapped, you may sacrifice another creature or artifact. If you do, draw a card. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Syr Vondam, Sunstar Exemplar (W)(B) Legendary Creature -- Human Knight Vigilance, menace Whenever another creature you control dies or is put into exile, put a +1/+1 counter on Syr Vondam and you gain 1 life. When Syr Vondam dies or is put into exile while its power is 4 or greater, destroy up to one target nonland permanent. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thawbringer (2)(G) Creature -- Insect 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] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thawbringer (2)(G) Creature -- Insect 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] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thawbringer (2)(G) Creature -- Insect 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] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thrumming Hivepool (6) Artifact Affinity for Slivers (This spell costs {1} less to cast for each Sliver you control.) Slivers you control have double strike and haste. At the beginning of your upkeep, create two 1/1 colorless Sliver creature tokens. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unravel (1)(U)(U) Instant Counter target spell. If the amount of mana spent to cast that spell was less than its mana value, you draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Uthros Psionicist (2)(U) Creature -- Jellyfish Scientist The second spell you cast each turn costs {2} less to cast. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vaultguard Trooper (4)(R) Creature -- Kavu Soldier At the beginning of your end step, if you control two or more tapped creatures, you may discard your hand. If you do, draw two cards. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - bernardocssa - Unknown format (MOCS Showcase Open)

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.

sheet 10/11 - 8 cards - 2.5 x 3.5 in each

Virus Beetle 1 B Artifact Creature -- Insect When this creature enters, each opponent discards a card. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Warping Wail 1 C Instant {C} represents colorless mana. Choose one -- * Exile target creature with power or toughness 1 or less. * Counter target sorcery spell. * Create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zealous Display 2 W Instant Creatures you control get +2/+0 until end of turn. If it's not your turn, untap those creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zealous Display 2 W Instant Creatures you control get +2/+0 until end of turn. If it's not your turn, untap those creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
---	---	--	--