Ambush Gigapede {4}{B}{B}

Creature -- Insect

Flash
When this creature enters, target creature an opponent controls gets -2/-2 until end of turn.

[sideboard]

6/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Back for More {4}{B}{G}

Instant

Return target creature card from your graveyard to the battlefield. When you do, it fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Betrayal at the Vault {4}{G}{G}

Instant

Target creature you control deals damage equal to its power to each of two other target creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Hustler {1}{B}

Creature -- Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on this creature. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)
{3}{B}: Target opponent loses 1 life and you gain 1 life.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bounding Felidar {5}{W}

Creature -- Cat Beast Mount

Whenever this creature attacks while saddled, put a +1/+1 counter on each other creature you control. You gain 1 life for each of those creatures.
Saddle 2 (Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)

[sideboard]

4/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bucolic Ranch

Land -- Desert

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a Mount spell.
{3}, {T}: Look at the top card of your library. If it's a Mount card, you may reveal it and put it into your hand. If you don't put it into your hand, you may put it on the bottom of your library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Caustic Bronco {1}{B}

Creature -- Snake Horse Mount

Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life.
Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Corrupted Conviction {B}

Instant

As an additional cost to cast this spell, sacrifice a creature.
Draw two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - praethus - Limited (Limited Super Qualifier) sheet 1/11 - 8 cards - 2.5 x 3.5 in each

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Creosote Heath

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {G} or {W}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desert's Due (1)(B)

Instant

Target creature gets -2/-2 until end of turn. It gets an additional -1/-1 until end of turn for each Desert you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desperate Bloodseeker (1)(B)

Creature -- Vampire

Lifelink
When this creature enters, target player mills two cards. (They put the top two cards of their library into their graveyard.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desperate Bloodseeker (1)(B)

Creature -- Vampire

Lifelink
When this creature enters, target player mills two cards. (They put the top two cards of their library into their graveyard.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Detention Sphere (1)(W)(U)

Enchantment

When this enchantment enters, you may exile target nonland permanent not named Detention Sphere and all other permanents with the same name as that permanent.
When this enchantment leaves the battlefield, return the exiled cards to the battlefield under their owner's control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Discerning Peddler (1)(R)

Creature -- Human Rogue

When this creature enters, you may discard a card. If you do, draw a card.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Discerning Peddler (1)(R)

Creature -- Human Rogue

When this creature enters, you may discard a card. If you do, draw a card.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Djinn of Fool's Fall (4)(U)

Creature -- Djinn

Flying
Plot {3}{U} (You may pay {3}{U} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Drover Grizzly {2}{G}

Creature -- Bear Mount

Whenever this creature attacks while saddled, creatures you control gain trample until end of turn.
Saddle 1 (Tap any number of other creatures you control with total power 1 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)

[sideboard]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eriette's Lullaby {1}{W}

Sorcery

Destroy target tapped creature. You gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Explosive Derailment {R}

Instant

Spree (Choose one or more additional costs.)
+ {2} -- Explosive Derailment deals 4 damage to target creature.
+ {2} -- Destroy target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fake Your Own Death {1}{B}

Instant

Until end of turn, target creature gets +2/+0 and gains "When this creature dies, return it to the battlefield tapped under its owner's control and you 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

Frontier Seeker {1}{W}

Creature -- Human Scout

When this creature enters, look at the top five cards of your library. You may reveal a Mount creature card or a Plains card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geyser Drake {2}{U}

Creature -- Drake

Flying
During turns other than yours, spells you cast cost {1} less to cast.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Giant Beaver {3}{G}

Creature -- Beaver Mount

Vigilance
Whenever this creature attacks while saddled, put a +1/+1 counter on target creature that saddled it this turn.
Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hardbristle Bandit {1}{G}

Creature -- Plant Rogue

{T}: Add one mana of any color.
Whenever you commit a crime, untap this creature. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

[sideboard]

1/1

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Heartless Pillage (2)(B)

Sorcery

Target opponent discards two cards.
Raid -- If you attacked this 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

Hellspur Brute (4)(R)

Creature -- Minotaur Mercenary

Affinity for outlaws (This spell costs {1} less to cast for each Assassin, Mercenary, Pirate, Rogue, and/or Warlock you control.)
Trample

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hollow Marauder (6)(B)

Creature -- Specter Rogue

This spell costs {1} less to cast for each creature card in your graveyard.
Flying
When this creature enters, any number of target opponents each discard a card. For each of those opponents who didn't discard a card with mana value 4 or greater, draw a card.

[sideboard]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hostile Investigator (3)(B)

Creature -- Ogre Rogue Detective

When this creature enters, target opponent discards a card.
Whenever one or more players discard one or more cards, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Intimidation Campaign (1)(U)(B)

Enchantment

When this enchantment enters, each opponent loses 1 life, you gain 1 life, and you draw a card.
Whenever you commit a crime, you may return this enchantment to its owner's hand. (It returns only from the battlefield. Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

[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

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jagged Barrens

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {B} or {R}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Jailbreak Scheme (U)

Sorcery

Spree (Choose one or more additional costs.)
+ {3} -- Put a +1/+1 counter on target creature. It can't be blocked this turn.
+ {2} -- Target artifact or creature's owner puts it on their choice of the top or bottom of their library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jolene, Plundering Pugilist (1)(R)(G)

Legendary Creature -- Human Mercenary

Whenever you attack with one or more creatures with power 4 or greater, create a Treasure token.
{1}{R}, Sacrifice a Treasure: Jolene deals 1 damage to any target.

[sideboard]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Laughing Jasper Flint (1)(B)(R)

Legendary Creature -- Lizard Rogue

Creatures you control but don't own are Mercenaries in addition to their other types.
At the beginning of your upkeep, exile the top X cards of target opponent's library, where X is the number of outlaws you control. Until end of turn, you may cast spells from among those cards, and mana of any type can be spent to cast those spells.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Longhorn Sharpshooter (2)(R)

Creature -- Minotaur Rogue

Reach
When this card becomes plotted, it deals 2 damage to any target.
Plot {3}{R} (You may pay {3}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Luxurious Locomotive (5)

Artifact -- Vehicle

Whenever this Vehicle attacks, create a Treasure token for each creature that crewed it this turn. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.")
Crew 1. Activate only once each turn. (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)

[sideboard]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marauding Sphinx (3)(U)(U)

Creature -- Sphinx Rogue

Flying, vigilance, ward {2}
Whenever you commit a crime, surveil 2. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

[sideboard]

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mine Raider (2)(R)

Creature -- Human Rogue

Trample
When this creature enters, if you control another outlaw, create a Treasure token. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirage Mesa

Land -- Desert

This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Neutralize the Guards {2}{B}

Instant

Creatures target opponent controls get -1/-1 until end of turn. Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obeka, Splitter of Seconds {1}{U}{B}{R}

Legendary Creature -- Ogre Warlock

Menace
Whenever Obeka deals combat damage to a player, you get that many additional upkeep steps after this phase.

[sideboard]

2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Outlaws' Fury {2}{R}

Instant

Creatures you control get +2/+0 until end of turn. If you control an outlaw, exile the top card of your library. Until the end of your next turn, you may play that card. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Outlaws' Fury {2}{R}

Instant

Creatures you control get +2/+0 until end of turn. If you control an outlaw, exile the top card of your library. Until the end of your next turn, you may play that card. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Patient Naturalist {2}{G}

Creature -- Human Scout

When this creature enters, mill three cards. Put a land card from among the milled cards into your hand. If you can't, create a Treasure token. (To mill three cards, put the top three cards of your library into your graveyard.)

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phantom Interference {U}

Instant

Spree (Choose one or more additional costs.)
+ {3} -- Create a 2/2 white Spirit creature token with flying.
+ {1} -- Counter target spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quick Draw {R}

Instant

Target creature you control gets +1/+1 and gains first strike until end of turn. Creatures target opponent controls lose first strike and double strike until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Railway Brawler {3}{G}{G}

Creature -- Rhino Warrior

Reach, trample
Whenever another creature you control enters, put X +1/+1 counters on it, where X is its power.
Plot {3}{G} (You may pay {3}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rakdos Joins Up {3}{B}{R}

Legendary Enchantment

When Rakdos Joins Up enters, return target creature card from your graveyard to the battlefield with two additional +1/+1 counters on it.
Whenever a legendary creature you control dies, Rakdos Joins Up deals damage equal to that creature's power to target opponent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raven of Fell Omens {1}{B}

Creature -- Bird

Flying
Whenever you commit a crime, each opponent loses 1 life and you gain 1 life. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raven of Fell Omens {1}{B}

Creature -- Bird

Flying
Whenever you commit a crime, each opponent loses 1 life and you gain 1 life. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raven of Fell Omens {1}{B}

Creature -- Bird

Flying
Whenever you commit a crime, each opponent loses 1 life and you gain 1 life. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reach for the Sky {3}{G}

Enchantment -- Aura

Flash
Enchant creature
Enchanted creature gets +3/+2 and has reach.
When this Aura is put into a graveyard from the battlefield, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reach for the Sky {3}{G}

Enchantment -- Aura

Flash
Enchant creature
Enchanted creature gets +3/+2 and has reach.
When this Aura is put into a graveyard from the battlefield, draw a card.

[sideboard]

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Enchantment -- Aura

Flash
Enchant creature
Enchanted creature gets +3/+2 and has reach.
When this Aura is put into a graveyard from the battlefield, draw a card.

[sideboard]

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Redrock Sentinel {3}

Artifact Creature -- Golem

Defender
{2}, {T}, Sacrifice a land: Draw a card and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Return the Favor {R}{R}

Instant

Spree (Choose one or more additional costs.)
+ {1} -- Copy target instant spell, sorcery spell, activated ability, or triggered ability. You may choose new targets for the copy.
+ {1} -- Change the target of target spell or ability with a single target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rooftop Assassin {3}{B}

Creature -- Vampire Assassin

Flash
Flying, lifelink
When this creature enters, destroy target creature an opponent controls that was dealt damage this turn.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandstorm Verge

Land -- Desert

{T}: Add {C}.
{3}, {T}: Target creature can't block this turn. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Savage Smash {1}{R}{G}

Sorcery

Target creature you control gets +2/+2 until end of turn. It fights target creature you don't control. (Each deals damage equal to its power to the other.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scorching Shot {R}{R}

Sorcery

Scorching Shot deals 5 damage to target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seize the Secrets {2}{U}

Sorcery

This spell costs {1} less to cast if you've committed a crime this turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)
Draw two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shifting Grift {U}{U}

Sorcery

Spree (Choose one or more additional costs.)
+ {2} -- Exchange control of two target creatures.
+ {1} -- Exchange control of two target artifacts.
+ {1} -- Exchange control of two target enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Silver Deputy (2)

Artifact Creature -- Mercenary

When this creature enters, you may search your library for a basic land card or a Desert card, reveal it, then shuffle and put it on top.
{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Siphon Insight (U)(B)

Instant

Look at the top two cards of target opponent's library. Exile one of them face down and put the other on the bottom of that library. You may play the exiled card for as long as it remains exiled, and you may spend mana as though it were mana of any color to cast that spell.
Flashback {1}{U}{B}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skulduggery (B)

Instant

Until end of turn, target creature you control gets +1/+1 and target creature an opponent controls gets -1/-1.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soured Springs

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {U} or {B}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spring Splasher (1)(U)

Creature -- Frog Beast

Whenever this creature attacks, target creature defending player controls gets -3/-0 until end of turn.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stagecoach Security (4)(W)

Creature -- Human Soldier

When this creature enters, creatures you control get +1/+1 and gain vigilance until end of turn.
Plot {3}{W} (You may pay {3}{W} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stagecoach Security (4)(W)

Creature -- Human Soldier

When this creature enters, creatures you control get +1/+1 and gain vigilance until end of turn.
Plot {3}{W} (You may pay {3}{W} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steer Clear (W)

Instant

Steer Clear deals 2 damage to target attacking or blocking creature.
Steer Clear deals 4 damage to that creature instead if you controlled a Mount as you cast this spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Stop Cold {3}{U}

Enchantment -- Aura

Flash
Enchant artifact or creature
When this Aura enters, tap enchanted permanent.
Enchanted permanent loses all abilities and doesn't untap during its controller's untap step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Take for a Ride {2}{R}

Sorcery

Take for a Ride has flash as long as you've committed a crime this turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)
Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Take the Fall {U}

Instant

Target creature gets -1/-0 until end of turn. It gets -4/-0 until end of turn instead if you control an outlaw. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terminal Agony {2}{B}{R}

Sorcery

Destroy target creature.
Madness {B}{R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Gitrog, Ravenous Ride {3}{B}{G}

Legendary Creature -- Frog Horror Mount

Trample, haste
Whenever The Gitrog deals combat damage to a player, you may sacrifice a creature that saddled it this turn. If you do, draw X cards, then put up to X land cards from your hand onto the battlefield tapped, where X is the sacrificed creature's power.
Saddle 1

[sideboard]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tomb Trawler {2}

Artifact Creature -- Golem

{2}: Put target card from your graveyard on the bottom of your library.

[sideboard]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tumbleweed Rising {1}{G}

Sorcery

Create an X/X green Elemental creature token, where X is the greatest power among creatures you control.
Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

[sideboard]

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Tumbleweed Rising {1}{G}

Sorcery

Create an X/X green Elemental creature token, where X is the greatest power among creatures you control.
Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

[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.

Vault Plunderer (2)(B)

Creature -- Human Rogue

When this creature enters, target player draws a card and loses 1 life.

[sideboard]

3/1

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Vengeful Townsfolk (2)(W)

Creature -- Human Citizen

Whenever one or more other creatures you control die, put a +1/+1 counter on this creature.

[sideboard]

3/3

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Visage Bandit (3)(U)

Creature -- Shapeshifter Rogue

You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types.
Plot {2}{U} (You may pay {2}{U} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

[sideboard]

2/2

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Visage Bandit (3)(U)

Creature -- Shapeshifter Rogue

You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types.
Plot {2}{U} (You may pay {2}{U} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

[sideboard]

2/2

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