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

Archmage's Charm {U}{U}{U}

Instant

Choose one --
* Counter target spell.
* Target player draws two cards.
* Gain control of target nonland permanent with mana value 1 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archmage's Newt {1}{U}

Creature -- Salamander Mount

Whenever this creature deals combat damage to a player, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. That card gains flashback {0} until end of turn instead if this creature is saddled. (You may cast that card from your graveyard for its flashback cost. Then exile it.)
Saddle 3

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Armored Armadillo {W}

Creature -- Armadillo

Ward {1} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)
{3}{W}: This creature gets +X/+0 until end of turn, where X is its toughness.

[sideboard]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Armored Armadillo {W}

Creature -- Armadillo

Ward {1} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)
{3}{W}: This creature gets +X/+0 until end of turn, where X is its toughness.

[sideboard]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

At Knifepoint {1}{B}{R}

Enchantment

During your turn, outlaws you control have first strike. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)
Whenever you commit a crime, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." This ability triggers only once each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Binding Negotiation {1}{B}

Sorcery

Target opponent reveals their hand. You may choose a nonland card from it. If you do, they discard it. Otherwise, you may put a face-up exiled card they own into their graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blacksnag Buzzard {2}{B}

Creature -- Bird

Flying
This creature enters with a +1/+1 counter on it if a creature died this turn.
Plot {1}{B} (You may pay {1}{B} 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]

2/1

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.

Boneyard Desecrator {3}{B}

Creature -- Zombie Mercenary

Menace
{1}{B}, Sacrifice another creature: Put a +1/+1 counter on this creature. If an outlaw was sacrificed this way, create a Treasure token. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bonny Pall, Clearcutter {3}{G}{U}{U}

Legendary Creature -- Giant Scout

Reach
When Bonny Pall enters, create Beau, a legendary blue Ox creature token with "Beau's power and toughness are each equal to the number of lands you control."
Whenever you attack, draw a card, then you may put a land card from your hand or graveyard onto the battlefield.

[sideboard]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bovine Intervention {1}{W}

Instant

Destroy target artifact or creature. Its controller creates a 2/2 white Ox creature token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bridled Bighorn {3}{W}

Creature -- Sheep Mount

Vigilance
Whenever this creature attacks while saddled, create a 1/1 white Sheep creature token.
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]

3/4

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

Dance of the Tumbleweeds {1}{G}

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Search your library for a basic land card or a Desert card, put it onto the battlefield, then shuffle.
+ {3} -- Create an X/X green Elemental creature token, where X is the number of lands you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daring Thunder-Thief {3}{U}

Creature -- Turtle Rogue

Flash
This creature enters tapped.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deadeye Duelist {1}{R}

Creature -- Human Assassin

Reach
{1}, {T}: This creature deals 1 damage to target opponent.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Deadeye Duelist {1}{R}

Creature -- Human Assassin

Reach
{1}, {T}: This creature deals 1 damage to target opponent.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decimate {2}{R}{G}

Sorcery

Destroy target artifact, target creature, target enchantment, and target land. (You can't cast this spell unless you have legal choices for all its targets.)

[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

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

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

Doc Aurlock, Grizzled Genius {G}{U}

Legendary Creature -- Bear Druid

Spells you cast from your graveyard or from exile cost {2} less to cast. Plotting cards from your hand costs {2} less.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Eroded Canyon

Land -- Desert

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ertha Jo, Frontier Mentor {2}{R}{W}

Legendary Creature -- Kor Advisor

When Ertha Jo enters, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."
Whenever you activate an ability that targets a creature or player, copy that ability. You may choose new targets for the copy.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forlorn Flats

Land -- Desert

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Freestrider Lookout {2}{G}

Creature -- Human Rogue

Reach
Whenever you commit a crime, look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Full Steam Ahead {3}{G}{G}

Sorcery

Until end of turn, each creature you control gets +2/+2 and gains trample and "This creature can't be blocked by more than one creature."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Getaway Glamer {W}

Instant

Spree (Choose one or more additional costs.)
+ {1} -- Exile target nontoken creature. Return it to the battlefield under its owner's control at the beginning of the next end step.
+ {2} -- Destroy target creature if no other creature has greater power.

[sideboard]

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

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Gold Pan {2}

Artifact -- Equipment

When this Equipment enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Equipped creature gets +1/+1.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grindstone {1}

Artifact

{3}, {T}: Target player mills two cards. If two cards that share a color were milled this way, repeat this process.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Highway Robbery {1}{R}

Sorcery

You may discard a card or sacrifice a land. If you do, draw two cards.
Plot {1}{R} (You may pay {1}{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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Insatiable Avarice {B}

Sorcery

Spree (Choose one or more additional costs.)
+ {2} -- Search your library for a card, then shuffle and put that card on top.
+ {B}{B} -- Target player draws three cards and loses 3 life.

[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

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

Jem Lightfoote, Sky Explorer {2}{W}{U}

Legendary Creature -- Human Scout

Flying, vigilance
At the beginning of your end step, if you haven't cast a spell from your hand this turn, draw a card.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - OafMcNamara - Limited (Limited Super Qualifier) sheet 5/11 - 8 cards - 2.5 x 3.5 in each

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Journey to Nowhere {1}{W}

Enchantment

When this enchantment enters, exile target creature.
When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lively Dirge {1}{B}

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Search your library for a card, put it into your graveyard, then shuffle.
+ {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.

[sideboard]

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

Make Your Own Luck {3}{G}{U}

Sorcery

Look at the top three cards of your library. You may exile a nonland card from among them. If you do, it becomes plotted. Put the rest into your hand. (You may cast it as a sorcery on a later turn without paying its mana cost.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Make Your Own Luck {3}{G}{U}

Sorcery

Look at the top three cards of your library. You may exile a nonland card from among them. If you do, it becomes plotted. Put the rest into your hand. (You may cast it as a sorcery on a later turn without paying its mana cost.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Metamorphic Blast {U}

Instant

Spree (Choose one or more additional costs.)
+ {1} -- Until end of turn, target creature becomes a white Rabbit with base power and toughness 0/1.
+ {3} -- Target player draws two cards.

[sideboard]

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

Mobile Homestead {2}

Artifact -- Vehicle

This Vehicle has haste as long as you control a Mount.
Whenever this Vehicle attacks, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped.
Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Nimble Brigand {2}{U}

Creature -- Human Rogue

This creature can't be blocked if you've committed a crime this turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)
Whenever this creature deals combat damage to a player, draw a card.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oasis Gardener {3}

Artifact Creature -- Scarecrow

When this creature enters, you gain 2 life.
{T}: Add one mana of any color.

[sideboard]

2/2

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

Peerless Ropemaster {4}{U}

Creature -- Human Rogue

When this creature enters, return up to one target tapped creature to its owner's hand.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Peerless Ropemaster {4}{U}

Creature -- Human Rogue

When this creature enters, return up to one target tapped creature to its owner's hand.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prickly Pair {2}{R}

Creature -- Plant Mercenary

When this creature enters, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primal Might {X}{G}

Sorcery

Target creature you control gets +X/+X until end of turn. Then 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

Playtest cards - OafMcNamara - Limited (Limited Super Qualifier) sheet 7/11 - 8 cards - 2.5 x 3.5 in each

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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

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

Quilled Charger {3}{R}

Creature -- Porcupine Mount

Whenever this creature attacks while saddled, it gets +1/+2 and gains menace until end of turn. (It can't be blocked except by two or more 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]

4/3

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

Reckless Lackey {R}

Creature -- Goblin Pirate

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

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Scalestorm Summoner 2R

Creature -- Human Warlock

Whenever this creature attacks, create a 3/1 red Dinosaur creature token if you control a creature with power 4 or greater.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Servant of the Stinger 1B

Creature -- Human Warlock

Deathtouch
Whenever this creature deals combat damage to a player, if you've committed a crime this turn, you may sacrifice this creature. If you do, search your library for a card, put it into your hand, then shuffle. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shepherd of the Clouds 4W

Creature -- Pegasus

Flying, vigilance
When this creature enters, return target permanent card with mana value 3 or less from your graveyard to your hand. Return that card to the battlefield instead if you control a Mount.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

Skewer the Critics 2R

Sorcery

Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)
Skewer the Critics deals 3 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slickshot Vault-Buster 2U

Creature -- Human Rogue

Vigilance
This creature gets +2/+0 as long as you've committed a crime this turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spinewoods Paladin 4G

Creature -- Human Knight

Trample
When this creature enters, you gain 3 life.
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]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

Stoic Sphinx {2}{U}{U}

Creature -- Sphinx

Flash
Flying
This creature has hexproof as long as you haven't cast a spell this turn.

[sideboard]

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Taii Wakeen, Perfect Shot {R}{W}

Legendary Creature -- Human Mercenary

Whenever a source you control deals noncombat damage to a creature equal to that creature's toughness, draw a card.
{X}, {T}: If a source you control would deal noncombat damage to a permanent or player this turn, it deals that much damage plus X instead.

[sideboard]

2/3

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

Thunder Lasso {2}{W}

Artifact -- Equipment

When this Equipment enters, attach it to target creature you control.
Equipped creature gets +1/+1.
Whenever equipped creature attacks, tap target creature defending player controls.
Equip {2}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tinybones, the Pickpocket {B}

Legendary Creature -- Skeleton Rogue

Deathtouch
Whenever Tinybones deals combat damage to a player, you may cast target nonland permanent card from that player's graveyard, and mana of any type can be spent to cast that spell.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trash the Town {G}

Instant

Spree (Choose one or more additional costs.)
+ {2} -- Put two +1/+1 counters on target creature.
+ {1} -- Target creature gains trample until end of turn.
+ {1} -- Until end of turn, target creature gains "Whenever this creature deals combat damage to a player, draw two cards."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - OafMcNamara - Limited (Limited Super Qualifier) sheet 10/11 - 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.

Unscrupulous Contractor (2)(B)

Creature -- Human Assassin

When this creature enters, you may sacrifice a creature. When you do, target player draws two cards and loses 2 life.
Plot {2}{B} (You may pay {2}{B} 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]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vault Plunderer (2)(B)

Creature -- Human Rogue

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

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voracious Varmint (1)(G)

Creature -- Varmint

Vigilance
{1}, Sacrifice this creature: Destroy target artifact or enchantment.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wanted Griffin (3)(W)

Creature -- Griffin

Flying
When this creature dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - OafMcNamara - Limited (Limited Super Qualifier) 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.