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

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

Canyon Crab {1}{U}

Creature -- Crab

{1}{U}: This creature gets +2/-2 until end of turn.
At the beginning of your end step, if you haven't cast a spell from your hand this turn, draw a card, then discard a card.

[sideboard]

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Decisive Denial {G}{U}

Instant

Choose one --
* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)
* Counter target noncreature spell unless its controller pays {3}.

[sideboard]

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

Dust Animus {1}{W}

Creature -- Spirit

Flying
If you control five or more untapped lands, this creature enters with two +1/+1 counters and a lifelink counter on it.
Plot {1}{W} (You may pay {1}{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]

2/3

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

Essence Capture {U}{U}

Instant

Counter target creature spell. Put a +1/+1 counter on up to one target creature you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - marcoshadow - Limited (Limited Super Qualifier) sheet 1/6 - 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.

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

Final Showdown {W}

Instant

Spree (Choose one or more additional costs.)
+ {1} -- All creatures lose all abilities until end of turn.
+ {1} -- Choose a creature you control. It gains indestructible until end of turn.
+ {3}{W}{W} -- Destroy all creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fleeting Reflection {1}{U}

Instant

Target creature you control gains hexproof until end of turn. Untap that creature. Until end of turn, it becomes a copy of up to one other target creature.

[sideboard]

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

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

Harrier Strix {U}

Creature -- Bird

Flying
When this creature enters, tap target permanent.
{2}{U}: Draw a card, then discard a card.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

High Noon {1}{W}

Enchantment

Each player can't cast more than one spell each turn.
{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hypothesizzle {3}{U}{R}

Instant

Draw two cards. Then you may discard a nonland card. When you do, Hypothesizzle deals 4 damage to target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - marcoshadow - Limited (Limited Super Qualifier) sheet 2/6 - 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.

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

Kellan Joins Up {G}{W}{U}

Legendary Enchantment

When Kellan Joins Up enters, you may exile a nonland card with mana value 3 or less from your hand. If you do, it becomes plotted. (You may cast it as a sorcery on a later turn without paying its mana cost.)
Whenever a legendary creature you control enters, put a +1/+1 counter on each creature you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lassoed by the Law {3}{W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.
When this enchantment 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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Loan Shark {3}{U}

Creature -- Shark Rogue

When this creature enters, if you've cast two or more spells this turn, draw a card.
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]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Loan Shark {3}{U}

Creature -- Shark Rogue

When this creature enters, if you've cast two or more spells this turn, draw a card.
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]

3/4

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

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

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

Playtest cards - marcoshadow - Limited (Limited Super Qualifier) sheet 3/6 - 8 cards - 2.5 x 3.5 in each

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Ornery Tumblewagg 2G

Creature -- Brushwagg Mount

At the beginning of combat on your turn, put a +1/+1 counter on target creature.
Whenever this creature attacks while saddled, double the number of +1/+1 counters on target creature.
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]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Outlaw Medic 1W

Creature -- Human Rogue

Lifelink
When this creature dies, draw a card.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Outlaw Medic 1W

Creature -- Human Rogue

Lifelink
When this creature dies, draw a card.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Outlaw Medic 1W

Creature -- Human Rogue

Lifelink
When this creature dies, draw a card.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Peerless Ropemaster 4U

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

Repulse 2U

Instant

Return target creature to its owner's hand.
Draw a card.

[sideboard]

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

Playtest cards - marcoshadow - Limited (Limited Super Qualifier) sheet 4/6 - 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.

Slick Sequence (U)(R)

Instant

Slick Sequence deals 2 damage to any target. If you've cast another spell this turn, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spinewoods Paladin (4)(G)

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

Spirebluff Canal

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {U} or {R}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sterling Supplier (4)(W)

Creature -- Bird Soldier

Flying
When this creature enters, put a +1/+1 counter on another target creature you control.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sterling Supplier (4)(W)

Creature -- Bird Soldier

Flying
When this creature enters, put a +1/+1 counter on another target creature you control.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 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

Three Steps Ahead (U)

Instant

Spree (Choose one or more additional costs.)
+ {1}{U} -- Counter target spell.
+ {3} -- Create a token that's a copy of target artifact or creature you control.
+ {2} -- Draw two cards, then discard a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - marcoshadow - Limited (Limited Super Qualifier) sheet 5/6 - 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.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrangler of the Damned {3}{W}{U}

Creature -- Human Soldier

Flash
At the beginning of your end step, if you haven't cast a spell from your hand this turn, create a 2/2 white Spirit creature token with flying.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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