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

Archangel of Tithes {1}{W}{W}{W}

Creature -- Angel

Flying
As long as this creature is untapped, creatures can't attack you or planeswalkers you control unless their controller pays {1} for each of those creatures.
As long as this creature is attacking, creatures can't block unless their controller pays {1} for each of those creatures.

[sideboard]

3/5

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

Buried in the Garden {2}{G}{W}

Enchantment -- Aura

Enchant land
When this Aura enters, exile target nonland permanent you don't control until this Aura leaves the battlefield.
Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collector's Cage {1}{W}

Artifact

Hideaway 5 (When this artifact enters, look at the top five cards of your library, exile one face down, then put the rest on the bottom in a random order.)
{1}, {T}: Put a +1/+1 counter on target creature you control. Then if you control three or more creatures with different powers, you may play the exiled card without paying its mana cost.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cunning Coyote {1}{R}

Creature -- Coyote

Haste
When this creature enters, another target creature you control gets +1/+1 and gains haste until end of turn.
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]

2/2

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

Playtest cards - cliff_z - 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.

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

Greed's Gambit {3}{B}

Enchantment

When this enchantment enters, you draw three cards, gain 6 life, and create three 2/1 black Bat creature tokens with flying.
At the beginning of your end step, you discard a card, lose 2 life, and sacrifice a creature.
When this enchantment leaves the battlefield, you discard three cards, lose 6 life, and sacrifice three creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hindering Light {W}{U}

Instant

Counter target spell that targets you or a permanent you control.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Holy Cow {2}{W}

Creature -- Ox Angel

Flash
Flying
When this creature enters, you gain 2 life and scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Irascible Wolverine {2}{R}

Creature -- Wolverine

When this creature enters, exile the top card of your library. Until end of turn, you may play that card.
Plot {2}{R} (You may pay {2}{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]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kaervek, the Punisher {1}{B}{B}

Legendary Creature -- Human Warlock

Whenever you commit a crime, exile up to one target black card from your graveyard and copy it. You may cast the copy. If you do, you lose 2 life. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime. Copies of permanent spells become tokens.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kambal, Profiteering Mayor {1}{W}{B}

Legendary Creature -- Human Advisor

Whenever one or more tokens your opponents control enter, for each of them, create a tapped token that's a copy of it. This ability triggers only once each turn.
Whenever one or more tokens you control enter, each opponent loses 1 life and you gain 1 life.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lazav, Familiar Stranger {1}{U}{B}

Legendary Creature -- Shapeshifter

Whenever you commit a crime, put a +1/+1 counter on Lazav. Then you may exile a card from a graveyard. If a creature card was exiled this way, you may have Lazav become a copy of that card until end of turn. This ability triggers only once each 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

Playtest cards - cliff_z - 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.

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

Map the Frontier {3}{G}

Sorcery

Search your library for up to two basic land cards and/or Desert cards, put them onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mindbreak Trap {2}{U}{U}

Instant -- Trap

If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.
Exile any number of target spells.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mourner's Surprise {1}{B}

Sorcery

Return up to one target creature card from your graveyard to your hand. 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

Nezumi Linkbreaker {B}

Creature -- Rat Warlock

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]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nurturing Pixie {W}

Creature -- Faerie Rogue

Flying
When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nurturing Pixie {W}

Creature -- Faerie Rogue

Flying
When this creature enters, return up to one target non-Faerie, nonland permanent you control to its owner's hand. If a permanent was returned this way, put a +1/+1 counter on this creature.

[sideboard]

1/1

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

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Pillage the Bog {B}{G}

Sorcery

Look at the top X cards of your library, where X is twice the number of lands you control. Put one of them into your hand and the rest on the bottom of your library in a random order.
Plot {1}{B}{G} (You may pay {1}{B}{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

Plains

Basic Land -- Plains

({T}: Add {W}.)

[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

Prairie Dog {1}{W}

Creature -- Squirrel

Lifelink
At the beginning of your end step, if you haven't cast a spell from your hand this turn, put a +1/+1 counter on this creature.
{4}{W}: Until end of turn, if you would put one or more +1/+1 counters on a creature you control, put that many plus one +1/+1 counters on it instead.

[sideboard]

2/2

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

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

Rictus Robber {3}{B}

Creature -- Zombie Rogue

When this creature enters, if a creature died this turn, create a 2/2 blue and black Zombie Rogue creature token.
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]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rodeo Pyromancers {3}{R}

Creature -- Human Mercenary

Whenever you cast your first spell each turn, add {R}{R}.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ruthless Lawbringer {1}{W}{B}

Creature -- Vampire Assassin

When this creature enters, you may sacrifice another creature. When you do, destroy target nonland permanent.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skewer the Critics {2}{R}

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

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

Sterling Keykeeper {1}{W}

Creature -- Human Mercenary

{2}, {T}: Tap target non-Mount creature.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[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

Tyrant's Scorn {U}{B}

Instant

Choose one --
* Destroy target creature with mana value 3 or less.
* Return target creature to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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

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

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.