Ankle Biter {G}

Creature -- Snake

Deathtouch

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Badlands Revival {3}{B}{G}

Sorcery

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Baron Bertram Graywater {2}{W}{B}

Legendary Creature -- Vampire Noble

Whenever one or more tokens you control enter, create a 1/1 black Vampire Rogue creature token with lifelink. This ability triggers only once each turn.
{1}{B}, Sacrifice another creature or artifact: Draw a card.

[sideboard]

3/4

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

Blooming Marsh

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Botanical Sanctum

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breeches, the Blastmaker {1}{U}{R}

Legendary Creature -- Goblin Pirate

Menace
Whenever you cast your second spell each turn, you may sacrifice an artifact. If you do, flip a coin. When you win the flip, copy that spell. You may choose new targets for the copy. When you lose the flip, Breeches deals damage equal to that spell's mana value to any target.

[sideboard]

3/3

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

Playtest cards - L3D91 - Limited (Limited Super Qualifier) sheet 1/11 - 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.

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

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

Claim Jumper (2)(W)

Creature -- Rabbit Mercenary

Vigilance
When this creature enters, if an opponent controls more lands than you, you may search your library for a Plains card and put it onto the battlefield tapped. Then if an opponent controls more lands than you, repeat this process once. If you search your library this way, shuffle.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Concealed Courtyard

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Conduit Pylons

Land -- Desert

When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{T}: Add {C}.
{1}, {T}: Add one mana of any color.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Daring Thunder-Thief (3)(U)

Creature -- Turtle Rogue

Flash
This creature enters tapped.

[sideboard]

4/4

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

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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

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

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

Eriette's Lullaby {1}{W}

Sorcery

Destroy target tapped creature. You gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Esoteric Duplicator {2}{U}

Artifact -- Clue

Whenever you sacrifice this artifact or another artifact, you may pay {2}. If you do, at the beginning of the next end step, create a token that's a copy of that artifact.
{2}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Failed Fording {1}{U}

Instant

Return target nonland permanent to its owner's hand. If you control a Desert, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

Festering Gulch

Land -- Desert

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

[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

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

Gold Rush {1}{G}

Instant

Create a Treasure token. Until end of turn, up to one target creature gets +2/+2 for each Treasure you control.

[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

Harvester of Misery {3}{B}{B}

Creature -- Spirit

Menace
When this creature enters, other creatures get -2/-2 until end of turn.
{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

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

Iron-Fist Pulverizer (4)(R)

Creature -- Giant Warrior

Reach
Whenever you cast your second spell each turn, this creature deals 2 damage to target opponent. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sideboard]

4/5

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

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

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

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Lonely Arroyo

Land -- Desert

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

[sideboard]

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

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[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

Murder 1BB

Instant

Destroy target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obeka, Splitter of Seconds 1UBR

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

Outcaster Greenblade 2G

Creature -- Human Mercenary

When this creature enters, search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle.
This creature gets +1/+1 for each Desert you control.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - L3D91 - Limited (Limited Super Qualifier) sheet 6/11 - 8 cards - 2.5 x 3.5 in each

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Overzealous Muscle (4)(B)

Creature -- Ogre Mercenary

Whenever you commit a crime during your turn, this creature gains indestructible until end of turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime. Damage and effects that say "destroy" don't destroy a creature with indestructible.)

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razzle-Dazzler (1)(U)

Creature -- Human Wizard

Whenever you cast your second spell each turn, put a +1/+1 counter on this creature. It can't be blocked this turn.

[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

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Requisition Raid (W)

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Destroy target artifact.
+ {1} -- Destroy target enchantment.
+ {1} -- Put a +1/+1 counter on each creature target player controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Resilient Roadrunner (1)(R)

Creature -- Bird

Haste, protection from Coyotes
{3}: This creature can't be blocked this turn except by creatures with haste.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ride Down (R)(W)

Instant

Destroy target blocking creature. Creatures that were blocked by that creature this combat gain trample until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

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

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

Rustler Rampage {W}

Instant

Spree (Choose one or more additional costs.)
+ {1} -- Untap all creatures target player controls.
+ {1} -- Target creature gains double strike until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheriff of Safe Passage {2}{W}

Creature -- Human Knight

This creature enters with a +1/+1 counter on it plus an additional +1/+1 counter on it for each other creature you control.
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]

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheriff of Safe Passage {2}{W}

Creature -- Human Knight

This creature enters with a +1/+1 counter on it plus an additional +1/+1 counter on it for each other creature you control.
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]

0/0

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 - L3D91 - Limited (Limited Super Qualifier) sheet 8/11 - 8 cards - 2.5 x 3.5 in each

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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

Snakeskin Veil {G}

Instant

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

[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

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

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

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

Stubborn Burrowfiend {1}{G}

Creature -- Badger Beast Mount

Whenever this creature becomes saddled for the first time each turn, mill two cards, then this creature gets +X/+X until end of turn, where X is the number of creature cards in your graveyard.
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

Take Up the Shield {1}{W}

Instant

Put a +1/+1 counter on target creature. It gains lifelink and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - L3D91 - Limited (Limited Super Qualifier) sheet 9/11 - 8 cards - 2.5 x 3.5 in each

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This Town Ain't Big Enough 4U

Instant

This spell costs {3} less to cast if it targets a permanent you control. Return up to two target nonland permanents to their owners' hands.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Throw from the Saddle 1G

Sorcery

Target creature you control gets +1/+1 until end of turn. Put a +1/+1 counter on it instead if it's a Mount. Then it deals damage equal to its power to target creature you don't control.

[sideboard]

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

Trained Arynx 1W

Creature -- Cat Beast Mount

Whenever this creature attacks while saddled, it gains first strike until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
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]

3/1

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

Trick Shot 4R

Instant

Trick Shot deals 6 damage to target creature and 2 damage to up to one other target creature token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trick Shot 4R

Instant

Trick Shot deals 6 damage to target creature and 2 damage to up to one other target creature token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vanishing Verse WB

Instant

Exile target monocolored permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vial Smasher, Gleeful Grenadier {B}{R}

Legendary Creature -- Goblin Mercenary

Whenever another outlaw you control enters, Vial Smasher deals 1 damage to target opponent. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)

[sideboard]

3/2

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

Wylie Duke, Atiin Hero {1}{G}{W}

Legendary Creature -- Human Ranger

Vigilance
Whenever Wylie Duke becomes tapped, you gain 1 life and draw a card.

[sideboard]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - L3D91 - 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.