Abraded Bluffs

Land -- Desert

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Boom Box (2)

Artifact

{6}, {T}, Sacrifice this artifact: Destroy up to one target artifact, up to one target creature, and up to one target land.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bruse Tarl, Roving Rancher (2)(R)(W)

Legendary Creature -- Human Warrior

Oxen you control have double strike.
Whenever Bruse Tarl enters or attacks, exile the top card of your library. If it's a land card, create a 2/2 white Ox creature token. Otherwise, you may cast it until the end of your next turn.

[sideboard]

4/3

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

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

Demonic Ruckus (1)(R)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 and has menace and trample.
When this Aura is put into a graveyard from the battlefield, draw a card.
Plot {R} (You may pay {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

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

Playtest cards - Aegisaziz - 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.

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

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

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

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

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

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

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

Hellspur Posse Boss {2}{R}{R}

Creature -- Lizard Rogue

Other outlaws you control have haste. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)
When this creature enters, create two 1/1 red Mercenary creature tokens with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

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

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

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

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

Outlaw Medic {1}{W}

Creature -- Human Rogue

Lifelink
When this creature dies, draw a card.

[sideboard]

1/3

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

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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 Command {3}{G}{G}

Sorcery

Choose two --
* Target player gains 7 life.
* Put target noncreature permanent on top of its owner's library.
* Target player shuffles their graveyard into their library.
* Search your library for a creature card, reveal it, put it into your hand, then shuffle.

[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

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

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

Roxanne, Starfall Savant {3}{R}{G}

Legendary Creature -- Cat Druid

Whenever Roxanne enters or attacks, create a tapped colorless artifact token named Meteorite with "When this token enters, it deals 2 damage to any target" and "{T}: Add one mana of any color."
Whenever you tap an artifact token for mana, add one mana of any type that artifact token produced.

[sideboard]

4/3

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]

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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

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 Hound {3}

Artifact Creature -- Dog

When this creature enters, 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]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stingerback Terror {2}{R}{R}

Creature -- Scorpion Dragon

Flying, trample
This creature gets -1/-1 for each card in your hand.
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]

7/7

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

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

This Town Ain't Big Enough {4}{U}

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 {1}{G}

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]

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Thunder Salvo (1)(R)

Instant

Thunder Salvo deals X damage to target creature, where X is 2 plus the number of other spells you've cast this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Villainous Wealth (X)(B)(G)(U)

Sorcery

Target opponent exiles the top X cards of their library. You may cast any number of spells with mana value X or less from among them without paying their mana costs.

[sideboard]

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