Aloe Alchemist {1}{G}

Creature -- Plant Warlock

Trample
When this card becomes plotted, target creature gets +3/+2 and gains trample until end of turn.
Plot {1}{G} (You may pay {1}{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]

3/2

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

Beastbond Outcaster {2}{G}

Creature -- Human Druid

When this creature enters, if you control a creature with power 4 or greater, draw a card.
Plot {1}{G} (You may pay {1}{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]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brimstone Roundup {1}{R}

Enchantment

Whenever you cast your second spell each turn, 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."
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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bristlepack Sentry {1}{G}

Creature -- Plant Wolf

Defender
As long as you control a creature with power 4 or greater, this creature can attack as though it didn't have defender.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cactarantula {4}{G}{G}

Creature -- Plant Spider

This spell costs {1} less to cast if you control a Desert.
Reach
Whenever this creature becomes the target of a spell or ability an opponent controls, you may draw a card.

[sideboard]

6/5

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

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

Playtest cards - mhc2cd40 - 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.

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

Consuming Ashes {2}{B}{B}

Instant

Exile target creature. If it had mana value 3 or less, 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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consuming Ashes {2}{B}{B}

Instant

Exile target creature. If it had mana value 3 or less, 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]

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

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

Crime {3}{W}{B}

Sorcery

Put target creature or enchantment card from an opponent's graveyard onto the battlefield under your control.

[sideboard]

- - - RIGHT HALF - - -

Punishment {X}{B}{G}

Sorcery

Destroy each artifact, creature, and enchantment with mana value X.

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

Deepmuck Desperado {2}{U}

Creature -- Homarid Mercenary

Whenever you commit a crime, each opponent mills three cards. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - mhc2cd40 - Limited (Limited Super Qualifier) sheet 2/11 - 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.

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

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

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

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

Endless Detour {G}{W}{U}

Instant

The owner of target spell, nonland permanent, or card in a graveyard puts it on their choice of the top or bottom of their library.

[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

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

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.

Ferocification (2)(R)

Enchantment

At the beginning of combat on your turn, choose one --
* Target creature you control gets +2/+0 until end of turn.
* Target creature you control gains menace and haste until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ferocification (2)(R)

Enchantment

At the beginning of combat on your turn, choose one --
* Target creature you control gets +2/+0 until end of turn.
* Target creature you control gains menace and haste until end of turn.

[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

Forest

Basic Land -- Forest

({T}: Add {G}.)

[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

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

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

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

Playtest cards - mhc2cd40 - Limited (Limited Super Qualifier) sheet 4/11 - 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.

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

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

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 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

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

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

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

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Intimidation Campaign {1}{U}{B}

Enchantment

When this enchantment enters, each opponent loses 1 life, you gain 1 life, and you draw a card.
Whenever you commit a crime, you may return this enchantment to its owner's hand. (It returns only from the battlefield. Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jolene, Plundering Pugilist {1}{R}{G}

Legendary Creature -- Human Mercenary

Whenever you attack with one or more creatures with power 4 or greater, create a Treasure token.
{1}{R}, Sacrifice a Treasure: Jolene deals 1 damage to any target.

[sideboard]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

Kraum, Violent Cacophony {2}{U}{R}

Legendary Creature -- Zombie Horror

Flying
Whenever you cast your second spell each turn, put a +1/+1 counter on Kraum and draw a card.

[sideboard]

2/3

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

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

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

Playtest cards - mhc2cd40 - Limited (Limited Super Qualifier) sheet 6/11 - 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.

Magebane Lizard {1}{R}

Creature -- Lizard

Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Malcolm, the Eyes {U}{R}

Legendary Creature -- Siren Pirate

Flying, haste
Whenever you cast your second spell each turn, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

2/2

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

Murder {1}{B}{B}

Instant

Destroy target creature.

[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

Ornery Tumblewagg {2}{G}

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 {1}{W}

Creature -- Human Rogue

Lifelink
When this creature dies, draw a card.

[sideboard]

1/3

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

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.

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

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

Outlaw Stitcher (3)(U)

Creature -- Human Warlock

When this creature enters, create a 2/2 blue and black Zombie Rogue creature token, then put two +1/+1 counters on that token for each spell you've cast this turn other than the first.
Plot {4}{U} (You may pay {4}{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]

1/4

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

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

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

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

Playtest cards - mhc2cd40 - Limited (Limited Super Qualifier) sheet 8/11 - 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.

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

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

Scorching Shot {R}{R}

Sorcery

Scorching Shot deals 5 damage to target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seraphic Steed {G}{W}

Creature -- Unicorn Mount

First strike, lifelink
Whenever this creature attacks while saddled, create a 3/3 white Angel creature token with flying.
Saddle 4 (Tap any number of other creatures you control with total power 4 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

Servant of the Stinger {1}{B}

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

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 - mhc2cd40 - Limited (Limited Super Qualifier) sheet 9/11 - 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.

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

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 Armadillo {4}{G}{G}

Creature -- Armadillo

Reach
Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)
{1}{G}, Discard this card: Search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle. You gain 3 life.

[sideboard]

7/7

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

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

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

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

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

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.

Trained Arynx {1}{W}

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

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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

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

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

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.