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

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

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

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

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

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

Bounding Felidar {5}{W}

Creature -- Cat Beast Mount

Whenever this creature attacks while saddled, put a +1/+1 counter on each other creature you control. You gain 1 life for each of those 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]

4/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cactusfolk Sureshot {2}{R}{G}

Creature -- Plant Mercenary

Reach
Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
At the beginning of combat on your turn, other creatures you control with power 4 or greater gain trample and haste until end of turn.

[sideboard]

4/4

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.

Congregation Gryff {1}{G}{W}

Creature -- Hippogriff Mount

Flying, lifelink
Whenever this creature attacks while saddled, it gets +X/+X until end of turn, where X is the number of Mounts you control.
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]

1/4

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

Daring Thunder-Thief {3}{U}

Creature -- Turtle Rogue

Flash
This creature enters tapped.

[sideboard]

4/4

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

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

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

Electrodominance {X}{R}{R}

Instant

Electrodominance deals X damage to any target. You may cast a spell with mana value X or less from your hand without paying its mana cost.

[sideboard]

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

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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

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

Force of Vigor {2}{G}{G}

Instant

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost.
Destroy up to two target artifacts and/or enchantments.

[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

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forlorn Flats

Land -- Desert

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forsaken Miner {B}

Creature -- Skeleton Rogue

This creature can't block.
Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

[sideboard]

2/2

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

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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

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

Honest Rutstein {1}{B}{G}

Legendary Creature -- Human Warlock

When Honest Rutstein enters, return target creature card from your graveyard to your hand.
Creature spells you cast cost {1} less to cast.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Intrepid Stablemaster {1}{G}

Creature -- Human Scout

Reach
{T}: Add {G}.
{T}: Add two mana of any one color. Spend this mana only to cast Mount or Vehicle spells.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inventive Wingsmith {2}{W}

Creature -- Dwarf Artificer

At the beginning of your end step, if you haven't cast a spell from your hand this turn and this creature doesn't have a flying counter on it, put a flying counter on it.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inventive Wingsmith {2}{W}

Creature -- Dwarf Artificer

At the beginning of your end step, if you haven't cast a spell from your hand this turn and this creature doesn't have a flying counter on it, put a flying counter on it.

[sideboard]

2/4

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

Playtest cards - FilippoK - 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.

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

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystical Tether (2)(W)

Enchantment

You may cast this spell as though it had flash if you pay {2} more to cast it.
When this enchantment enters, exile target artifact or creature an opponent controls until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystical Tether (2)(W)

Enchantment

You may cast this spell as though it had flash if you pay {2} more to cast it.
When this enchantment enters, exile target artifact or creature an opponent controls until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

One Last Job (2)(W)

Sorcery

Spree (Choose one or more additional costs.)
+ {2} -- Return target creature card from your graveyard to the battlefield.
+ {1} -- Return target Mount or Vehicle card from your graveyard to the battlefield.
+ {1} -- Return target Aura or Equipment card from your graveyard to the battlefield attached to a creature you control.

[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

Playtest cards - FilippoK - Limited (Limited Super Qualifier) sheet 5/11 - 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.

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

Prosperity Tycoon {3}{W}

Creature -- Human Noble

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."
{2}, Sacrifice a token: This creature gains indestructible until end of turn. Tap it. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raucous Entertainer {1}{G}

Creature -- Plant Bard

{1}, {T}: Put a +1/+1 counter on each creature you control that entered this turn.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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

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

Playtest cards - FilippoK - 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.

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

Riku of Many Paths {G}{U}{R}

Legendary Creature -- Human Wizard

Whenever you cast a modal spell, choose up to X, where X is the number of times you chose a mode for that spell --
* Exile the top card of your library. Until the end of your next turn, you may play it.
* Put a +1/+1 counter on Riku. It gains trample until end of turn.
* Create a 1/1 blue Bird creature token with flying.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rise of the Varmints 3{G}

Sorcery

Create X 2/1 green Varmint creature tokens, where X is the number of creature cards in your graveyard. Plot {2}{G} (You may pay {2}{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

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

Scalestorm Summoner 2{R}

Creature -- Human Warlock

Whenever this creature attacks, create a 3/1 red Dinosaur creature token if you control a creature with power 4 or greater.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seize the Secrets 2{U}

Sorcery

This spell costs {1} less to cast if you've committed a crime this turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)
Draw two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seize the Secrets 2{U}

Sorcery

This spell costs {1} less to cast if you've committed a crime this turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)
Draw two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seize the Secrets 2{U}

Sorcery

This spell costs {1} less to cast if you've committed a crime this turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)
Draw two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Selvala, Eager Trailblazer 2GW

Legendary Creature -- Elf Scout

Vigilance
Whenever you cast a creature spell, 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."
{T}: Choose a color. Add one mana of that color for each different power among creatures you control.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Servant of the Stinger 1B

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

Shoot the Sheriff 1B

Instant

Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shoot the Sheriff 1B

Instant

Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)

[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

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

Siphon Insight UB

Instant

Look at the top two cards of target opponent's library. Exile one of them face down and put the other on the bottom of that library. You may play the exiled card for as long as it remains exiled, and you may spend mana as though it were mana of any color to cast that spell.
Flashback {1}{U}{B}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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Slickshot Vault-Buster (2)(U)

Creature -- Human Rogue

Vigilance
This creature gets +2/+0 as long as you've committed a crime this 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

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

Spring Splasher (1)(U)

Creature -- Frog Beast

Whenever this creature attacks, target creature defending player controls gets -3/-0 until end of turn.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spring Splasher (1)(U)

Creature -- Frog Beast

Whenever this creature attacks, target creature defending player controls gets -3/-0 until end of turn.

[sideboard]

2/1

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

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

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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

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

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

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

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

Trick Shot {4}{R}

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

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

Voracious Varmint {1}{G}

Creature -- Varmint

Vigilance
{1}, Sacrifice this creature: Destroy target artifact or enchantment.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - FilippoK - Limited (Limited Super Qualifier) sheet 10/11 - 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.

Vraska, the Silencer {1}{B}{G}

Legendary Creature -- Gorgon Assassin

Deathtouch
Whenever a nontoken creature an opponent controls dies, you may pay {1}. If you do, return that card to the battlefield tapped under your control. It's a Treasure artifact with "{T}, Sacrifice this artifact: Add one mana of any color," and it loses all other card types.

[sideboard]

3/3

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

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 - FilippoK - 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.