Ambush Gigapede {4}{B}{B}

Creature -- Insect

Flash
When this creature enters, target creature an opponent controls gets -2/-2 until end of turn.

[sideboard]

6/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archmage's Newt {1}{U}

Creature -- Salamander Mount

Whenever this creature deals combat damage to a player, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. That card gains flashback {0} until end of turn instead if this creature is saddled. (You may cast that card from your graveyard for its flashback cost. Then exile it.)
Saddle 3

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arid Archway

Land -- Desert

This land enters tapped.
When this land enters, return a land you control to its owner's hand. If another Desert was returned this way, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{T}: Add {C}{C}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

At Knifepoint {1}{B}{R}

Enchantment

During your turn, outlaws you control have first strike. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)
Whenever you commit a crime, 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."
This ability triggers only once each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

At Knifepoint {1}{B}{R}

Enchantment

During your turn, outlaws you control have first strike. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)
Whenever you commit a crime, 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."
This ability triggers only once each turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Back for More {4}{B}{G}

Instant

Return target creature card from your graveyard to the battlefield. When you do, it fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)

[sideboard]

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

Bovine Intervention {1}{W}

Instant

Destroy target artifact or creature. Its controller creates a 2/2 white Ox creature token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - freakflag - 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.

Bridled Bighorn {3}{W}

Creature -- Sheep Mount

Vigilance
Whenever this creature attacks while saddled, create a 1/1 white Sheep creature token.
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]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bristling Backwoods

Land -- Desert

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Caught in the Crossfire {R}{R}

Instant

Spree (Choose one or more additional costs.)
+ {1} -- Caught in the Crossfire deals 2 damage to each outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)
+ {1} -- Caught in the Crossfire deals 2 damage to each non-outlaw creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clear Shot {2}{G}

Instant

Target creature you control gets +1/+1 until end of turn. It deals damage equal to its power to target creature you don't control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desert's Due {1}{B}

Instant

Target creature gets -2/-2 until end of turn. It gets an additional -1/-1 until end of turn for each Desert you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desperate Bloodseeker {1}{B}

Creature -- Vampire

Lifelink
When this creature enters, target player mills two cards. (They put the top two cards of their library into their graveyard.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eriette, the Beguiler {1}{W}{U}{B}

Legendary Creature -- Human Warlock

Lifelink
Whenever an Aura you control becomes attached to a nonland permanent an opponent controls with mana value less than or equal to that Aura's mana value, gain control of that permanent for as long as that Aura is attached to it.

[sideboard]

4/4

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

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

Fierce Retribution {1}{W}

Instant

Cleave {5}{W} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)
Destroy target [attacking] creature.

[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

Freestrider Commando {2}{G}

Creature -- Centaur Mercenary

This creature enters with two +1/+1 counters on it if it wasn't cast or no mana was spent to cast it.
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]

3/3

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Freestrider Commando {2}{G}

Creature -- Centaur Mercenary

This creature enters with two +1/+1 counters on it if it wasn't cast or no mana was spent to cast it.
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]

3/3

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

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

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

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

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

Inspiring Vantage

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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]

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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

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Legendary Creature -- Shapeshifter

Whenever you commit a crime, put a +1/+1 counter on Lazav. Then you may exile a card from a graveyard. If a creature card was exiled this way, you may have Lazav become a copy of that card until end of turn. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 {1}{B}{B}

Instant

Destroy target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nezumi Linkbreaker {B}

Creature -- Rat Warlock

When this creature dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

Phantom Interference (U)

Instant

Spree (Choose one or more additional costs.)
+ {3} -- Create a 2/2 white Spirit creature token with flying.
+ {1} -- Counter target spell unless its controller pays {2}.

[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

Rattleback Apothecary (2)(B)

Creature -- Gorgon Warlock

Deathtouch
Whenever you commit a crime, target creature you control gains your choice of menace or lifelink until end of turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

[sideboard]

3/2

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

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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

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

Ruthless Lawbringer {1}{W}{B}

Creature -- Vampire Assassin

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

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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

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

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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

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

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

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

Sword of Wealth and Power {3}

Artifact -- Equipment

Equipped creature gets +2/+2 and has protection from instants and from sorceries.
Whenever equipped creature deals combat damage to a player, create a Treasure token. When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.
Equip {2}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Taii Wakeen, Perfect Shot {R}{W}

Legendary Creature -- Human Mercenary

Whenever a source you control deals noncombat damage to a creature equal to that creature's toughness, draw a card.
{X}, {T}: If a source you control would deal noncombat damage to a permanent or player this turn, it deals that much damage plus X instead.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tarnation Vista

Land

This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.
{1}, {T}: For each color among monocolored permanents you control, add one mana of that color.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

The Key to the Vault (1)(U)

Legendary Artifact -- Equipment

Whenever equipped creature deals combat damage to a player, look at that many cards from the top of your library. You may exile a nonland card from among them. Put the rest on the bottom of your library in a random order. You may cast the exiled card without paying its mana cost.
Equip {2}{U}

[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]

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thunder Lasso (2)(W)

Artifact -- Equipment

When this Equipment enters, attach it to target creature you control.
Equipped creature gets +1/+1.
Whenever equipped creature attacks, tap target creature defending player controls.
Equip {2}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Treasure Dredger (1)(B)

Creature -- Human Rogue

{1}, {T}, Pay 1 life: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

2/2

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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

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

Tumbleweed Rising {1}{G}

Sorcery

Create an X/X green Elemental creature token, where X is the greatest power among creatures you control.
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

Tyrant's Scorn {U}{B}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unfortunate Accident {B}

Instant

Spree (Choose one or more additional costs.)
+ {2}{B} -- Destroy target creature.
+ {1} -- 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

Unfortunate Accident {B}

Instant

Spree (Choose one or more additional costs.)
+ {2}{B} -- Destroy target creature.
+ {1} -- 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

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

Vaultborn Tyrant {5}{G}{G}

Creature -- Dinosaur

Trample
Whenever this creature or another creature you control with power 4 or greater enters, you gain 3 life and draw a card.
When this creature dies, if it's not a token, create a token that's a copy of it, except it's an artifact in addition to its other types.

[sideboard]

6/6

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.

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

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]

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

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 - freakflag - 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.