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

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

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

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

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

Binding Negotiation {1}{B}

Sorcery

Target opponent reveals their hand. You may choose a nonland card from it. If you do, they discard it. Otherwise, you may put a face-up exiled card they own into their graveyard.

[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

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

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Bridled Bighorn 3W

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

Bristlebud Farmer 2GG

Creature -- Plant Druid

Trample
When this creature enters, create two Food tokens. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Whenever this creature attacks, you may sacrifice a Food. If you do, mill three cards. You may put a permanent card from among them into your hand.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bristlepack Sentry 1G

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

Bristlepack Sentry 1G

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

Bucolic Ranch

Land -- Desert

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a Mount spell.
{3}, {T}: Look at the top card of your library. If it's a Mount card, you may reveal it and put it into your hand. If you don't put it into your hand, you may put it on the bottom of your library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cactarantula 4GG

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

Cactusfolk Sureshot 2RG

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

Deadeye Duelist 1R

Creature -- Human Assassin

Reach
{1}, {T}: This creature deals 1 damage to target opponent.

[sideboard]

1/3

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Deepmuck Desperado 2U

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

Demonic Ruckus 1R

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

Desperate Bloodseeker 1B

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

Desperate Bloodseeker 1B

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

Desperate Bloodseeker 1B

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

Drover Grizzly 2G

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

Emergent Haunting 1U

Enchantment

At the beginning of your end step, if you haven't cast a spell from your hand this turn and this enchantment isn't a creature, it becomes a 3/3 Spirit creature with flying in addition to its other types.
{2}{U}: 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

Eriette's Lullaby 1W

Sorcery

Destroy target tapped creature. You gain 2 life.

[sideboard]

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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

Fblthp, Lost on the Range {1}{U}{U}

Legendary Creature -- Homunculus

Ward {2}
You may look at the top card of your library any time.
The top card of your library has plot. The plot cost is equal to its mana cost.
You may plot nonland cards from the top of your library.

[sideboard]

1/1

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

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

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

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

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+ {2} -- Destroy target creature if no other creature has greater power.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gold Rush {1}{G}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Train Heist {R}

Instant

Spree (Choose one or more additional costs.)
+ {2}{R} -- Untap all creatures you control. If it's your combat phase, there is an additional combat phase after this phase.
+ {2} -- Creatures you control get +1/+0 and gain first strike until end of turn.
+ {R} -- Choose target opponent. Whenever a creature you control deals combat damage to that player this turn, create a tapped Treasure token.

[sideboard]

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

Iron-Fist Pulverizer {4}{R}

Creature -- Giant Warrior

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

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jailbreak Scheme {U}

Sorcery

Spree (Choose one or more additional costs.)
+ {3} -- Put a +1/+1 counter on target creature. It can't be blocked this turn.
+ {2} -- Target artifact or creature's owner puts it on their choice of the top or bottom of their library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jem Lightfoote, Sky Explorer {2}{W}{U}

Legendary Creature -- Human Scout

Flying, vigilance
At the beginning of your end step, if you haven't cast a spell from your hand this turn, draw a card.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Human Scout

Flying, vigilance
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[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - darius89 - Limited (Limited Super Qualifier) sheet 5/11 - 8 cards - 2.5 x 3.5 in each

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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

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

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

Mirage Mesa

Land -- Desert

This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Murder {1}{B}{B}

Instant

Destroy target creature.

[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

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

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Nimble Brigand {2}{U}

Creature -- Human Rogue

This creature can't be blocked if you've committed a crime this turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)
Whenever this creature deals combat damage to a player, draw a card.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obeka, Splitter of Seconds {1}{U}{B}{R}

Legendary Creature -- Ogre Warlock

Menace
Whenever Obeka deals combat damage to a player, you get that many additional upkeep steps after this phase.

[sideboard]

2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

Prairie Dog {1}{W}

Creature -- Squirrel

Lifelink
At the beginning of your end step, if you haven't cast a spell from your hand this turn, put a +1/+1 counter on this creature.
{4}{W}: Until end of turn, if you would put one or more +1/+1 counters on a creature you control, put that many plus one +1/+1 counters on it instead.

[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

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

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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Repulse {2}{U}

Instant

Return target creature to its owner's hand.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ride Down {R}{W}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Sandstorm Salvager {2}{G}

Creature -- Human Artificer

When this creature enters, create a 3/3 colorless Golem artifact creature token.
{2}, {T}: Put a +1/+1 counter on each creature token you control. They gain trample until end of turn.

[sideboard]

1/1

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

Skulduggery {B}

Instant

Until end of turn, target creature you control gets +1/+1 and target creature an opponent controls gets -1/-1.

[sideboard]

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Skulduggery {B}

Instant

Until end of turn, target creature you control gets +1/+1 and target creature an opponent controls gets -1/-1.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Soured Springs

Land -- Desert

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

[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

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

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

Stop Cold {3}{U}

Enchantment -- Aura

Flash
Enchant artifact or creature
When this Aura enters, tap enchanted permanent.
Enchanted permanent loses all abilities and doesn't untap during its controller's untap step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Surgical Extraction {BP}

Instant

({B/P} can be paid with either {B} or 2 life.)
Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Take Up the Shield {1}{W}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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 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

Tomb Trawler {2}

Artifact Creature -- Golem

{2}: Put target card from your graveyard on the bottom of your library.

[sideboard]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Playtest cards - darius89 - 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.

Vadmir, New Blood {1}{B}

Legendary Creature -- Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)
As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Void Rend {W}{U}{B}

Instant

This spell can't be countered.
Destroy target nonland permanent.

[sideboard]

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

Playtest cards - darius89 - 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.