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

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

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

Ankle Biter {G}

Creature -- Snake

Deathtouch

[sideboard]

1/1

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

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

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

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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

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

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

Calamity, Galloping Inferno {4}{R}{R}

Legendary Creature -- Horse Mount

Haste
Whenever Calamity attacks while saddled, choose a nonlegendary creature that saddled it this turn and create a tapped and attacking token that's a copy of it. Sacrifice that token at the beginning of the next end step. Repeat this process once.
Saddle 1

[sideboard]

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cruel Ultimatum {U}{U}{B}{B}{B}{R}{R}

Sorcery

Target opponent sacrifices a creature of their choice, discards three cards, then loses 5 life. You return a creature card from your graveyard to your hand, draw three cards, then gain 5 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dance of the Tumbleweeds {1}{G}

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Search your library for a basic land card or a Desert card, put it onto the battlefield, then shuffle.
+ {3} -- Create an X/X green Elemental creature token, where X is the number of lands you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daring Thunder-Thief {3}{U}

Creature -- Turtle Rogue

Flash
This creature enters tapped.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daring Thunder-Thief {3}{U}

Creature -- Turtle Rogue

Flash
This creature enters tapped.

[sideboard]

4/4

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Daring Thunder-Thief 3U

Creature -- Turtle Rogue

Flash
This creature enters tapped.

[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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Discerning Peddler 1R

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

Djinn of Fool's Fall 4U

Creature -- Djinn

Flying
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]

4/3

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

Dust Animus 1W

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

Fake Your Own Death 1B

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 1B

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]

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Form a Posse {X}{R}{W}

Sorcery

Create X 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]

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

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

Heartless Pillage {2}{B}

Sorcery

Target opponent discards two cards.
Raid -- If you attacked this turn, 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

Hollow Marauder {6}{B}

Creature -- Specter Rogue

This spell costs {1} less to cast for each creature card in your graveyard.
Flying
When this creature enters, any number of target opponents each discard a card. For each of those opponents who didn't discard a card with mana value 4 or greater, draw a card.

[sideboard]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Holy Cow {2}{W}

Creature -- Ox Angel

Flash
Flying
When this creature enters, you gain 2 life and scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Holy Cow {2}{W}

Creature -- Ox Angel

Flash
Flying
When this creature enters, you gain 2 life and scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sideboard]

2/2

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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

Jagged Barrens

Land -- Desert

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jailbreak Scheme (U)

Sorcery

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Lotus Ring (3)

Artifact -- Equipment

Indestructible
Equipped creature gets +3/+3 and has vigilance and "{T}, Sacrifice this creature: Add three mana of any one color."
Equip {3}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lush Oasis

Land -- Desert

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mindbreak Trap (2)(U)(U)

Instant -- Trap

If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.
Exile any number of target spells.

[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

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Mourner's Surprise {1}{B}

Sorcery

Return up to one target creature card from your graveyard to your hand. Create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Neutralize the Guards {2}{B}

Instant

Creatures target opponent controls get -1/-1 until end of turn. 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

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

Omenport Vigilante {1}{W}

Creature -- Human Mercenary

This creature has double strike 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]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Outcaster Greenblade {2}{G}

Creature -- Human Mercenary

When this creature enters, search your library for a basic land card or a Desert card, reveal it, put it into your hand, then shuffle.
This creature gets +1/+1 for each Desert you control.

[sideboard]

1/2

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

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Pitiless Carnage {3}{B}

Sorcery

Sacrifice any number of permanents you control, then draw that many cards.
Plot {1}{B}{B} (You may pay {1}{B}{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]

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

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

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

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

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

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Rictus Robber {3}{B}

Creature -- Zombie Rogue

When this creature enters, if a creature died this turn, create a 2/2 blue and black Zombie Rogue creature token.
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]

4/3

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

Rooftop Assassin {3}{B}

Creature -- Vampire Assassin

Flash
Flying, lifelink
When this creature enters, destroy target creature an opponent controls that was dealt damage this turn.

[sideboard]

2/2

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

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

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

Scorching Shot {R}{R}

Sorcery

Scorching Shot deals 5 damage to target creature.

[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

Playtest cards - Dr4ken - Limited (Limited Super Qualifier) sheet 8/11 - 8 cards - 2.5 x 3.5 in each

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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 Lockpicker {2}{U}

Creature -- Human Rogue

When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)
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]

2/3

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

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

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

Sterling Keykeeper {1}{W}

Creature -- Human Mercenary

{2}, {T}: Tap target non-Mount creature.

[sideboard]

2/2

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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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

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

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

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

Thornado {2}{G}

Instant

Destroy target creature with flying.
Cycling {1}{G} ({1}{G}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tinybones Joins Up {B}

Legendary Enchantment

When Tinybones Joins Up enters, any number of target players each discard a card.
Whenever a legendary creature you control enters, any number of target players each mill a card and lose 1 life.

[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]

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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

Playtest cards - Dr4ken - 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.

Unlicensed Hearse {2}

Artifact -- Vehicle

{T}: Exile up to two target cards from a single graveyard.
Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.
Crew 2

[sideboard]

/

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

Vengeful Townsfolk {2}{W}

Creature -- Human Citizen

Whenever one or more other creatures you control die, put a +1/+1 counter on this creature.

[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

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.