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

Ankle Biter {G}

Creature -- Snake

Deathtouch

[sideboard]

1/1

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

Aven Interrupter {1}{W}{W}

Creature -- Bird Rogue

Flash
Flying
When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)
Spells your opponents cast from graveyards or from exile cost {2} more to cast.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Bandit's Haul {3}

Artifact

Whenever you commit a crime, put a loot counter on this artifact. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)
{T}: Add one mana of any color.
{2}, {T}, Remove two loot counters from this artifact: Draw a card.

[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

Blooming Marsh

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Turbokurt - Limited (Limited Super Qualifier) sheet 1/11 - 8 cards - 2.5 x 3.5 in each

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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

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

Buried in the Garden {2}{G}{W}

Enchantment -- Aura

Enchant land
When this Aura enters, exile target nonland permanent you don't control until this Aura leaves the battlefield.
Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color.

[sideboard]

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

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

Conduit Pylons

Land -- Desert

When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{T}: Add {C}.
{1}, {T}: Add one mana of any color.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Contagion Engine {6}

Artifact

When this artifact enters, put a -1/-1 counter on each creature target player controls.
{4}, {T}: Proliferate twice. (Choose any number of permanents and/or players, then give each another counter of each kind already there. Then do it again.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Corrupted Conviction {B}

Instant

As an additional cost to cast this spell, sacrifice a creature.
Draw two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daring Thunder-Thief {3}{U}

Creature -- Turtle Rogue

Flash
This creature enters tapped.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deadeye Duelist {1}{R}

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

Decisive Denial {G}{U}

Instant

Choose one --
* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)
* Counter target noncreature spell unless its controller pays {3}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Discerning Peddler {1}{R}

Creature -- Human Rogue

When this creature enters, you may discard a card. If you do, draw a card.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Discerning Peddler {1}{R}

Creature -- Human Rogue

When this creature enters, you may discard a card. If you do, draw a card.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Emergent Haunting {1}{U}

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]

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Eriette's Lullaby {1}{W}

Sorcery

Destroy target tapped creature. You gain 2 life.

[sideboard]

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

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

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

Gisa, the Hellraiser {3}{B}{B}

Legendary Creature -- Human Warlock

Ward--{2}, Pay 2 life.
Skeletons and Zombies you control get +1/+1 and have menace.
Whenever you commit a crime, create two tapped 2/2 blue and black Zombie Rogue creature tokens. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gold Pan {2}

Artifact -- Equipment

When this Equipment enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Equipped creature gets +1/+1.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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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

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

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

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

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

Insatiable Avarice {B}

Sorcery

Spree (Choose one or more additional costs.)
+ {2} -- Search your library for a card, then shuffle and put that card on top.
+ {B}{B} -- Target player draws three cards and loses 3 life.

[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]

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

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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

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[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

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

Luxurious Locomotive {5}

Artifact -- Vehicle

Whenever this Vehicle attacks, create a Treasure token for each creature that crewed it this turn. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.")
Crew 1. Activate only once each turn. (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)

[sideboard]

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Miriam, Herd Whisperer {G}{W}

Legendary Creature -- Human Druid

During your turn, Mounts and Vehicles you control have hexproof.
Whenever a Mount or Vehicle you control attacks, put a +1/+1 counter on it.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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

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

Outlaws' Fury {2}{R}

Instant

Creatures you control get +2/+0 until end of turn. If you control an outlaw, exile the top card of your library. Until the end of your next turn, you may play that card. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Outlaws' Fury {2}{R}

Instant

Creatures you control get +2/+0 until end of turn. If you control an outlaw, exile the top card of your library. Until the end of your next turn, you may play that card. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Primal Command {3}{G}{G}

Sorcery

Choose two --
* Target player gains 7 life.
* Put target noncreature permanent on top of its owner's library.
* Target player shuffles their graveyard into their library.
* Search your library for a creature card, reveal it, put it into your hand, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Quick Draw {R}

Instant

Target creature you control gets +1/+1 and gains first strike until end of turn. Creatures target opponent controls lose first strike and double strike until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quilled Charger {3}{R}

Creature -- Porcupine Mount

Whenever this creature attacks while saddled, it gets +1/+2 and gains menace until end of turn. (It can't be blocked except by two or more creatures.)
Saddle 2 (Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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

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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

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

Shoot the Sheriff {1}{B}

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

Skewer the Critics {2}{R}

Sorcery

Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)
Skewer the Critics deals 3 damage to any target.

[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

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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Stagecoach Security {4}{W}

Creature -- Human Soldier

When this creature enters, creatures you control get +1/+1 and gain vigilance until end of turn.
Plot {3}{W} (You may pay {3}{W} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steer Clear {W}

Instant

Steer Clear deals 2 damage to target attacking or blocking creature.
Steer Clear deals 4 damage to that creature instead if you controlled a Mount as you cast this spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steer Clear {W}

Instant

Steer Clear deals 2 damage to target attacking or blocking creature.
Steer Clear deals 4 damage to that creature instead if you controlled a Mount as you cast this spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steer Clear {W}

Instant

Steer Clear deals 2 damage to target attacking or blocking creature.
Steer Clear deals 4 damage to that creature instead if you controlled a Mount as you cast this spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[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

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

Playtest cards - Turbokurt - 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.

Trained Arynx {1}{W}

Creature -- Cat Beast Mount

Whenever this creature attacks while saddled, it gains first strike until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
Saddle 2 (Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)

[sideboard]

3/1

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

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

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 - Turbokurt - 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.