

Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Defend the Rider Instant Choose one -- * Target permanent you control gains hexproof and indestructible until end of turn. * Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Defend the Rider Instant Choose one -- * Target permanent you control gains hexproof and indestructible until end of turn. * Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Defend the Rider Instant Choose one -- * Target permanent you control gains hexproof and indestructible until end of turn. * Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Defend the Rider Instant Choose one -- * Target permanent you control gains hexproof and indestructible until end of turn. * Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Guardian Sunmare 3W Creature -- Horse Mount Ward {2} Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle. Saddle 4 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Guardian Sunmare 3W Creature -- Horse Mount Ward {2} Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle. Saddle 4 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Guardian Sunmare 3W Creature -- Horse Mount Ward {2} Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle. Saddle 4 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Guardian Sunmare 3W Creature -- Horse Mount Ward {2} Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle. Saddle 4 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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{T}: Add one mana of any color. Spend this mana only to cast a creature spell.

{T}: Until end of turn, target creature you control with power 4 or greater gains trample and "Whenever this creature deals combat damage to a player, draw a card."

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① ⑥

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Land

{T}: Add {G}.
{T}: Add {W}. Activate only if you control a Forest or a Plains.

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① ⑥

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.

2/2

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Intrepid Stablemaster ①⑥ 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intrepid Stablemaster ①⑥ 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Rip, Spawn Hunter 2GW Legendary Creature -- Human Survivor Survival -- At the beginning of your second main phase, if Rip is tapped, reveal the top X cards of your library, where X is its power. Put any number of creature and/or Vehicle cards with different powers from among them into your hand. Put the rest on the bottom of your library in a random order. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts 1W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts 1W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts 1W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Unidentified Hovership 1WW Artifact -- Vehicle Flying When this Vehicle enters, exile up to one target creature with toughness 5 or less. When this Vehicle leaves the battlefield, the exiled card's owner manifests dread. Crew 1 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unidentified Hovership 1WW Artifact -- Vehicle Flying When this Vehicle enters, exile up to one target creature with toughness 5 or less. When this Vehicle leaves the battlefield, the exiled card's owner manifests dread. Crew 1 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wylie Duke, Atiin Hero 1GW Legendary Creature -- Human Ranger Vigilance Whenever Wylie Duke becomes tapped, you gain 1 life and draw a card. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wylie Duke, Atiin Hero 1GW Legendary Creature -- Human Ranger Vigilance Whenever Wylie Duke becomes tapped, you gain 1 life and draw a card. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Destroy Evil 1W Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Destroy Evil 1W Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	High Noon 1W Enchantment Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	High Noon 1W Enchantment Each player can't cast more than one spell each turn. {4}{R}, Sacrifice this enchantment: It deals 5 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Invasion of Gobakhan1W Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. [sideboard] D 3 ----- BACK FACE ----- Lightshield Array Enchantment At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn. Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Invasion of Gobakhan1W Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, look at target opponent's hand. You may exile a nonland card from it. For as long as that card remains exiled, its owner may play it. A spell cast this way costs {2} more to cast. [sideboard] D 3 ----- BACK FACE ----- Lightshield Array Enchantment At the beginning of your end step, put a +1/+1 counter on each creature that attacked this turn. Sacrifice this enchantment: Creatures you control gain hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Loran of the Third Path2W Legendary Creature -- Human Artificer Vigilance When Loran enters, destroy up to one target artifact or enchantment. {T}: You and target opponent each draw a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obstinate Baloth2GG Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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① W W

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

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3 G G

This spell can't be countered.
Trample
Thrun can't be the target of
nongreen spells your opponents
control or abilities from nongreen
sources your opponents control.
During your turn, Thrun has
indestructible.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5/5

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sources your opponents control.
During your turn, Thrun has
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5/5