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Return target creature or Vehicle to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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."

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2 G

During your turn, as long as you haven't activated an exhaust ability this turn, you may activate exhaust abilities as though they haven't been activated.

Exhaust -- $\{1\}\{G\}$: Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.)

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②⑥

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Elvish Refueler 2 6 Creature -- Elf Druid During your turn, as long as you haven't activated an exhaust ability this turn, you may activate exhaust abilities as though they haven't been activated. Exhaust -- {1}{G}: Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flood the Engine 2 U Enchantment -- Aura Enchant creature or Vehicle When this Aura enters, tap enchanted permanent. Enchanted permanent loses all abilities and doesn't untap during its controller's untap step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flood the Engine 2 U Enchantment -- Aura Enchant creature or Vehicle When this Aura enters, tap enchanted permanent. Enchanted permanent loses all abilities and doesn't untap during its controller's untap step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flood the Engine 2 U Enchantment -- Aura Enchant creature or Vehicle When this Aura enters, tap enchanted permanent. Enchanted permanent loses all abilities and doesn't untap during its controller's untap step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Greenbelt Guardian 1 6 Creature -- Elf Ranger {G}: Target creature gains trample until end of turn. Exhaust -- {3}{G}: Put three +1/+1 counters on this creature. (Activate each exhaust ability only once.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hazard of the Dunes 3 6 Creature -- Wurm Reach, trample Exhaust -- {6}{G}: Put three +1/+1 counters on this creature. (Activate each exhaust ability only once.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hazard of the Dunes 3 6 Creature -- Wurm Reach, trample Exhaust -- {6}{G}: Put three +1/+1 counters on this creature. (Activate each exhaust ability only once.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hazard of the Dunes 3 6 Creature -- Wurm Reach, trample Exhaust -- {6}{G}: Put three +1/+1 counters on this creature. (Activate each exhaust ability only once.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Night Market Land This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. Cycling {3} ({3} , Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Night Market Land This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. Cycling {3} ({3} , Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pit Automaton Artifact Creature -- Construct Defender {T}: Add {C}{C}. Spend this mana only to activate abilities. {2}, {T}: When you next activate an exhaust ability that isn't a mana ability this turn, copy it. You may choose new targets for the copy. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pit Automaton Artifact Creature -- Construct Defender {T}: Add {C}{C}. Spend this mana only to activate abilities. {2}, {T}: When you next activate an exhaust ability that isn't a mana ability this turn, copy it. You may choose new targets for the copy. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Defender

{T}: Add {C}{C}. Spend this mana only to activate abilities.

{2}, {T}: When you next activate an exhaust ability that isn't a mana ability this turn, copy it. You may choose new targets for the copy.

0/4

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Defender

{T}: Add {C}{C}. Spend this mana only to activate abilities.

{2}, {T}: When you next activate an exhaust ability that isn't a mana ability this turn, copy it. You may choose new targets for the copy.

0/4

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① ②

Whenever you activate an exhaust ability, draw a card.

Exhaust -- {4}: This Vehicle becomes an artifact creature. Put a +1/+1 counter on it. (Activate each exhaust ability only once.)

Crew 2

3/3

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①②

Whenever you activate an exhaust ability, draw a card.

Exhaust -- {4}: This Vehicle becomes an artifact creature. Put a +1/+1 counter on it. (Activate each exhaust ability only once.)
Crew 2

3/3

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① ②

Whenever you activate an exhaust ability, draw a card.

Exhaust -- {4}: This Vehicle becomes an artifact creature. Put a +1/+1 counter on it. (Activate each exhaust ability only once.)

Crew 2

3/3

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①②

Whenever you activate an exhaust ability, draw a card.

Exhaust -- {4}: This Vehicle becomes an artifact creature. Put a +1/+1 counter on it. (Activate each exhaust ability only once.)

Crew 2

3/3

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Flying, deathtouch
Exhaust -- {4}: Reveal cards from the top of your library until you reveal two land cards. Put those land cards onto the battlefield tapped and the rest on the bottom of your library in a random order. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.)

1/1

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Flying, deathtouch
Exhaust -- {4}: Reveal cards from the top of your library until you reveal two land cards. Put those land cards onto the battlefield tapped and the rest on the bottom of your library in a random order. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.)

1/1

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Skyserpent Seeker (G)(U) Creature -- Snake Flying, deathtouch Exhaust -- {4}: Reveal cards from the top of your library until you reveal two land cards. Put those land cards onto the battlefield tapped and the rest on the bottom of your library in a random order. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyserpent Seeker (G)(U) Creature -- Snake Flying, deathtouch Exhaust -- {4}: Reveal cards from the top of your library until you reveal two land cards. Put those land cards onto the battlefield tapped and the rest on the bottom of your library in a random order. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectral Interference (1)(U) Instant Counter target artifact or creature spell unless its controller pays {4}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectral Interference (1)(U) Instant Counter target artifact or creature spell unless its controller pays {4}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spell Pierce (U) Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stampeding Scurryfoot (G) Creature -- Mouse Exhaust -- {3}{G}: Put a +1/+1 counter on this creature. Create a 3/3 green Elephant creature token. (Activate each exhaust ability only once.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stampeding Scurryfoot (G) Creature -- Mouse Exhaust -- {3}{G}: Put a +1/+1 counter on this creature. Create a 3/3 green Elephant creature token. (Activate each exhaust ability only once.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stampeding Scurryfoot (G) Creature -- Mouse Exhaust -- {3}{G}: Put a +1/+1 counter on this creature. Create a 3/3 green Elephant creature token. (Activate each exhaust ability only once.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stampeding Scurryfoot ⑥ Creature -- Mouse Exhaust -- {3}{G}: Put a +1/+1 counter on this creature. Create a 3/3 green Elephant creature token. (Activate each exhaust ability only once.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thornwood Falls Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thornwood Falls Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thornwood Falls Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Thornwood Falls Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broken Wings ②⑥ Instant Destroy target artifact, enchantment, or creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broken Wings ②⑥ Instant Destroy target artifact, enchantment, or creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broken Wings ②⑥ Instant Destroy target artifact, enchantment, or creature with flying. [sideboard] 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." [sideboard] 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." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hazard of the Dunes Creature -- Wurm Reach, trample Exhaust -- {6}{G}: Put three +1/+1 counters on this creature. (Activate each exhaust ability only once.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plow Through Sorcery Choose one -- * Target creature you control fights target creature an opponent controls. (Each deals damage equal to its power to the other.) * Destroy target Vehicle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plow Through Sorcery Choose one -- * Target creature you control fights target creature an opponent controls. (Each deals damage equal to its power to the other.) * Destroy target Vehicle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plow Through Sorcery Choose one -- * Target creature you control fights target creature an opponent controls. (Each deals damage equal to its power to the other.) * Destroy target Vehicle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rangers' Aetherhive Artifact -- Vehicle Vigilance Whenever you activate an exhaust ability, create a 1/1 colorless Thopter artifact creature token with flying. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.) [sideboard] 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rangers' Aetherhive Artifact -- Vehicle Vigilance Whenever you activate an exhaust ability, create a 1/1 colorless Thopter artifact creature token with flying. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.) [sideboard] 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Spectral Interference

1U

Instant

Counter target artifact or creature spell unless its controller pays {4}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Spectral Interference

1U

Instant

Counter target artifact or creature spell unless its controller pays {4}.

[sideboard]

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Spell Pierce

U

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Spell Pierce

U

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

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Playtest cards - leoadaje - FreeForm (Prada's Cup: Aetherdrift)

sheet 10/10 - 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.