

U

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)

2/3

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Flood the Engine ②① 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 PLAY botbox.dev	Flood the Engine ②① 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 PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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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0/4

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Ⓒ

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.

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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.)

3/5

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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.

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

Rangers' Refueler 1 U Artifact -- Vehicle 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rangers' Refueler 1 U Artifact -- Vehicle 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rangers' Refueler 1 U Artifact -- Vehicle 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rangers' Refueler 1 U Artifact -- Vehicle 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Reef Roads Land This land enters tapped unless you control a Mount or Vehicle. {T}: Add {U}. {1}{U}, {T}, Sacrifice this land: Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater." Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reef Roads Land This land enters tapped unless you control a Mount or Vehicle. {T}: Add {U}. {1}{U}, {T}, Sacrifice this land: Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater." Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roadside Blowout 2 U Sorcery This spell costs {2} less to cast if it targets a permanent with mana value 1. Return target creature or Vehicle an opponent controls to its owner's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roadside Blowout 2 U Sorcery This spell costs {2} less to cast if it targets a permanent with mana value 1. Return target creature or Vehicle an opponent controls to its owner's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Run Over 1G Instant This spell costs {1} less to cast if it targets a Mount or Vehicle you control. Target creature you control deals damage equal to its power to target creature an opponent controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Run Over 1G Instant This spell costs {1} less to cast if it targets a Mount or Vehicle you control. Target creature you control deals damage equal to its power to target creature an opponent controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyserpent Seeker GU 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 PLAYbotbox.dev	Skyserpent Seeker GU 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 PLAYbotbox.dev
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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 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 PLAY botbox.dev	Wild Roads Land This land enters tapped unless you control a Mount or Vehicle. {T}: Add {G}. {1}{G}, {T}, Sacrifice this land: Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater." Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wild Roads Land This land enters tapped unless you control a Mount or Vehicle. {T}: Add {G}. {1}{G}, {T}, Sacrifice this land: Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater." Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Defend the Rider ⑥ 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 PLAY botbox.dev	Defend the Rider ⑥ 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 PLAY botbox.dev	Flood the Engine ②④ 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plow Through ⑥ 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 PLAY botbox.dev

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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.

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This spell costs {2} less to cast if it targets a permanent with mana value 1.
Return target creature or Vehicle an opponent controls to its owner's hand.
Draw a card.

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Wreck Remover 4 Artifact Creature -- Construct Whenever this creature enters or attacks, exile up to one target card from a graveyard. You gain 1 life. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wreck Remover 4 Artifact Creature -- Construct Whenever this creature enters or attacks, exile up to one target card from a graveyard. You gain 1 life. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wreck Remover 4 Artifact Creature -- Construct Whenever this creature enters or attacks, exile up to one target card from a graveyard. You gain 1 life. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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Playtest cards - EnricoChabert - FreeForm (Prada's Cup: Aetherdrift)

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