

Back on Track 4 B Sorcery Return target creature or Vehicle card from your graveyard to the battlefield. 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	Back on Track 4 B Sorcery Return target creature or Vehicle card from your graveyard to the battlefield. 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	Back on Track 4 B Sorcery Return target creature or Vehicle card from your graveyard to the battlefield. 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	Back on Track 4 B Sorcery Return target creature or Vehicle card from your graveyard to the battlefield. 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
Broodheart Engine B G Artifact At the beginning of your upkeep, surveil 1. {2}{B}{G}, {T}, Sacrifice this artifact: Return target creature or Vehicle card from your graveyard to the battlefield. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broodheart Engine B G Artifact At the beginning of your upkeep, surveil 1. {2}{B}{G}, {T}, Sacrifice this artifact: Return target creature or Vehicle card from your graveyard to the battlefield. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broodheart Engine B G Artifact At the beginning of your upkeep, surveil 1. {2}{B}{G}, {T}, Sacrifice this artifact: Return target creature or Vehicle card from your graveyard to the battlefield. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broodheart Engine B G Artifact At the beginning of your upkeep, surveil 1. {2}{B}{G}, {T}, Sacrifice this artifact: Return target creature or Vehicle card from your graveyard to the battlefield. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dredger's Insight ①⑥ Enchantment Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life. When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dredger's Insight ①⑥ Enchantment Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life. When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dredger's Insight ①⑥ Enchantment Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life. When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dredger's Insight ①⑥ Enchantment Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life. When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Grim Bauble Ⓑ Artifact When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn. {2}{B}, {T}, Sacrifice this artifact: 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grim Bauble Ⓑ Artifact When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn. {2}{B}, {T}, Sacrifice this artifact: 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grim Bauble Ⓑ Artifact When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn. {2}{B}, {T}, Sacrifice this artifact: 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grim Bauble Ⓑ Artifact When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn. {2}{B}, {T}, Sacrifice this artifact: 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hellish Sideswipe B Sorcery As an additional cost to cast this spell, sacrifice an artifact or creature. Destroy target creature or Vehicle. If the sacrificed permanent was a Vehicle, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hellish Sideswipe B Sorcery As an additional cost to cast this spell, sacrifice an artifact or creature. Destroy target creature or Vehicle. If the sacrificed permanent was a Vehicle, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jungle Hollow Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jungle Hollow Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Jungle Hollow Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jungle Hollow Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Migrating Ketraddon 4GG Creature -- Dinosaur Reach When this creature enters, you gain 4 life. Cycling {2} ({2}, Discard this card: Draw a card.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Migrating Ketraddon 4GG Creature -- Dinosaur Reach When this creature enters, you gain 4 life. Cycling {2} ({2}, Discard this card: Draw a card.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Migrating Ketraddon 4GG Creature -- Dinosaur Reach When this creature enters, you gain 4 life. Cycling {2} ({2}, Discard this card: Draw a card.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Migrating Ketraddon 4GG Creature -- Dinosaur Reach When this creature enters, you gain 4 life. Cycling {2} ({2}, Discard this card: Draw a card.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pothole Mole 2G Creature -- Mole When this creature enters, mill three cards, then you may return a land card from your graveyard to your hand. (To mill three cards, put the top three cards of your library into your graveyard.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pothole Mole 2G Creature -- Mole When this creature enters, mill three cards, then you may return a land card from your graveyard to your hand. (To mill three cards, put the top three cards of your library into your graveyard.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Thundering Broodwagon 2BBGG Artifact -- Vehicle Reach, menace When this Vehicle enters, destroy target nonland permanent an opponent controls with mana value 4 or less. Crew 3 Cycling {2} ({2}, Discard this card: Draw a card.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundering Broodwagon 2BBGG Artifact -- Vehicle Reach, menace When this Vehicle enters, destroy target nonland permanent an opponent controls with mana value 4 or less. Crew 3 Cycling {2} ({2}, Discard this card: Draw a card.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundering Broodwagon 2BBGG Artifact -- Vehicle Reach, menace When this Vehicle enters, destroy target nonland permanent an opponent controls with mana value 4 or less. Crew 3 Cycling {2} ({2}, Discard this card: Draw a card.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundering Broodwagon 2BBGG Artifact -- Vehicle Reach, menace When this Vehicle enters, destroy target nonland permanent an opponent controls with mana value 4 or less. Crew 3 Cycling {2} ({2}, Discard this card: Draw a card.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Wreckage Wickerfolk 1B Artifact Creature -- Scarecrow Flying When this creature enters, 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.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wreckage Wickerfolk 1B Artifact Creature -- Scarecrow Flying When this creature enters, 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.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wreckage Wickerfolk 1B Artifact Creature -- Scarecrow Flying When this creature enters, 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.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wreckage Wickerfolk 1B Artifact Creature -- Scarecrow Flying When this creature enters, 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.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ancient Vendetta 3B Sorcery Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Vendetta 3B Sorcery Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Vendetta 3B Sorcery Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broken Wings 2G Instant Destroy target artifact, enchantment, or creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Broken Wings 2G Instant Destroy target artifact, enchantment, or creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broken Wings 2G Instant Destroy target artifact, enchantment, or creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broken Wings 2G Instant Destroy target artifact, enchantment, or creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Defend the Rider G 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 G 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 G 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	Shefet Archfiend 5BB Creature -- Demon Flying When this creature enters, all other creatures get -2/-2 until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shefet Archfiend 5BB Creature -- Demon Flying When this creature enters, all other creatures get -2/-2 until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 5/5 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	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	