

Carrion Cruiser 2B Artifact -- Vehicle When this Vehicle enters, mill two cards. Then return a creature or Vehicle card from your graveyard to your hand. (To mill two cards, put the top two cards of your library into your graveyard.) 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.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Country Roads Land This land enters tapped unless you control a Mount or Vehicle. {T}: Add {W}. {1}{W}, {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	Dismal Backwater Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dismal Backwater Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Flying
{U}, Sacrifice this creature:
Counter target instant or sorcery
spell unless its controller pays
{3}.

2/1

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① ②

Flying
{U}, Sacrifice this creature:
Counter target instant or sorcery
spell unless its controller pays
{3}.

2/1

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Land

This land enters tapped unless you control a Mount or Vehicle.
{T}: Add {B}.
{1}{B}, {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

(B)

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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(3) (U) (B)

Choose target opponent. Create two 1/1 colorless Thopter artifact creature tokens with flying. Then the chosen player loses X life and you gain X life, where X is the number of artifacts you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haunt the Network 3 U B Sorcery Choose target opponent. Create two 1/1 colorless Thopter artifact creature tokens with flying. Then the chosen player loses X life and you gain X life, where X is the number of artifacts you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Haunt the Network 3 U B Sorcery Choose target opponent. Create two 1/1 colorless Thopter artifact creature tokens with flying. Then the chosen player loses X life and you gain X life, where X is the number of artifacts you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hulldrifter 3 U U Artifact -- Vehicle Flying When this Vehicle enters, draw two cards. Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hulldrifter 3 U U Artifact -- Vehicle Flying When this Vehicle enters, draw two cards. Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.) 3/2 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	Memory Guardian 4 U Artifact Creature -- Robot Artificer Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ride's End 4 W Instant This spell costs {3} less to cast if it targets a tapped permanent. Exile target creature or Vehicle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ride's End 4 W Instant This spell costs {3} less to cast if it targets a tapped permanent. Exile target creature or Vehicle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ride's End 4 W Instant This spell costs {3} less to cast if it targets a tapped permanent. Exile target creature or Vehicle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scoured Barrens Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Transit Mage Creature -- Human Wizard When this creature enters, you may search your library for an artifact card with mana value 4 or 5, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voyage Home Sorcery Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) You draw three cards and gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voyage Home Sorcery Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) You draw three cards and gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voyage Home Sorcery Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) You draw three cards and gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wreckage Wickerfolk ①ⓑ 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 ①ⓑ 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 ①ⓑ 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 ①ⓑ 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
Aether Syphon ①ⓊⓊ Artifact Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) {2}, {T}: Draw a card. Max speed -- Whenever you draw a card, each opponent mills two cards. (Each opponent puts the top two cards of their library into their graveyard.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Vendetta ③ⓑ 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 ③ⓑ 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 ③ⓑ 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 3 B 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 PLAY botbox.dev	Gastal Raider 2 B Creature -- Vampire Rogue Start your engines! When this creature enters, target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. Max speed -- This creature gets +1/+1 and has menace. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gastal Raider 2 B Creature -- Vampire Rogue Start your engines! When this creature enters, target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. Max speed -- This creature gets +1/+1 and has menace. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gastal Raider 2 B Creature -- Vampire Rogue Start your engines! When this creature enters, target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. Max speed -- This creature gets +1/+1 and has menace. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gearseeker Serpent 5 U U Creature -- Serpent Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) {5}{U}: This creature can't be blocked this turn. [sideboard] 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gearseeker Serpent 5 U U Creature -- Serpent Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) {5}{U}: This creature can't be blocked this turn. [sideboard] 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intimidation Tactics B Sorcery Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card. Cycling {3} ({3}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intimidation Tactics B Sorcery Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card. Cycling {3} ({3}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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