

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	Bestow Greatness 2 G Instant Target creature gets +4/+4 and gains trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bestow Greatness 2 G Instant Target creature gets +4/+4 and gains trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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." 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}.

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Diversion Unit

①②

Artifact Creature -- Robot

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

2/1

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Earthrumbler

④ ⑤

Artifact -- Vehicle

Vigilance, trample
Exile an artifact or creature card from your graveyard: This Vehicle becomes an artifact creature until end of turn.
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.)

7/6

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Earthrumbler

4 G

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Exile an artifact or creature card from your graveyard: This Vehicle becomes an artifact creature until end of turn.
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.)

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Earthrumbler 4G Artifact -- Vehicle Vigilance, trample Exile an artifact or creature card from your graveyard: This Vehicle becomes an artifact creature until end of turn. 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.) 7/6 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
Grim Bauble B 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 B 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 B 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 B 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

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
Maximum Overdrive 1B Instant Put a +1/+1 counter on target creature. It gains deathtouch and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Maximum Overdrive 1B Instant Put a +1/+1 counter on target creature. It gains deathtouch and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Maximum Overdrive 1B Instant Put a +1/+1 counter on target creature. It gains deathtouch and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Maximum Overdrive 1B Instant Put a +1/+1 counter on target creature. It gains deathtouch and indestructible until end of turn. 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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Pactdoll Terror Artifact Creature -- Toy Whenever this creature or another artifact you control enters, each opponent loses 1 life and you gain 1 life. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Run Over 16 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 PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Thundering Broodwagon (2)(B)(B)(G)(G) 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 PLAY botbox.dev	Transit Mage (2)(U) 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	Transit Mage (2)(U) 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	Transit Mage (2)(U) 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

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	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 Instant Destroy target artifact, enchantment, or creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Broken Wings Instant Destroy target artifact, enchantment, or creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intimidation Tactics 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 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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Spin Out 1 B B Instant Destroy target creature or Vehicle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spin Out 1 B B Instant Destroy target creature or Vehicle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spin Out 1 B B Instant Destroy target creature or Vehicle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	

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

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 10/10 - 3 cards - 2.5 x 3.5 in each