

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
Bloodfell Caves Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodfell Caves Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodfell Caves Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodfell Caves Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Clamorous Ironclad (3)(R) Artifact -- Vehicle Menace (This creature can't be blocked except by two or more creatures.) 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.) Cycling {R} ({R}, Discard this card: Draw a card.) 6/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clamorous Ironclad (3)(R) Artifact -- Vehicle Menace (This creature can't be blocked except by two or more creatures.) 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.) Cycling {R} ({R}, Discard this card: Draw a card.) 6/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clamorous Ironclad (3)(R) Artifact -- Vehicle Menace (This creature can't be blocked except by two or more creatures.) 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.) Cycling {R} ({R}, Discard this card: Draw a card.) 6/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clamorous Ironclad (3)(R) Artifact -- Vehicle Menace (This creature can't be blocked except by two or more creatures.) 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.) Cycling {R} ({R}, Discard this card: Draw a card.) 6/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Detention Chariot (4)(W)(W) Artifact -- Vehicle When this Vehicle enters, exile target artifact or creature an opponent controls until this Vehicle leaves the battlefield. 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.) Cycling {W} ({W}, Discard this card: Draw a card.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Detention Chariot (4)(W)(W) Artifact -- Vehicle When this Vehicle enters, exile target artifact or creature an opponent controls until this Vehicle leaves the battlefield. 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.) Cycling {W} ({W}, Discard this card: Draw a card.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Detention Chariot (4)(W)(W) Artifact -- Vehicle When this Vehicle enters, exile target artifact or creature an opponent controls until this Vehicle leaves the battlefield. 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.) Cycling {W} ({W}, Discard this card: Draw a card.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Detention Chariot (4)(W)(W) Artifact -- Vehicle When this Vehicle enters, exile target artifact or creature an opponent controls until this Vehicle leaves the battlefield. 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.) Cycling {W} ({W}, Discard this card: Draw a card.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev
Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Push the Limit5RR Sorcery Return all Mount and Vehicle cards from your graveyard to the battlefield. Sacrifice them at the beginning of the next end step. Vehicles you control become artifact creatures until end of turn. Creatures you control gain haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Push the Limit5RR Sorcery Return all Mount and Vehicle cards from your graveyard to the battlefield. Sacrifice them at the beginning of the next end step. Vehicles you control become artifact creatures until end of turn. Creatures you control gain haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Push the Limit5RR Sorcery Return all Mount and Vehicle cards from your graveyard to the battlefield. Sacrifice them at the beginning of the next end step. Vehicles you control become artifact creatures until end of turn. Creatures you control gain haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Push the Limit5RR Sorcery Return all Mount and Vehicle cards from your graveyard to the battlefield. Sacrifice them at the beginning of the next end step. Vehicles you control become artifact creatures until end of turn. Creatures you control gain haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	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	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	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	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

Skybox Ferry Artifact -- Vehicle Flying Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.) Cycling {2} ({2}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skybox Ferry Artifact -- Vehicle Flying Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.) Cycling {2} ({2}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skybox Ferry Artifact -- Vehicle Flying Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.) Cycling {2} ({2}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skybox Ferry Artifact -- Vehicle Flying Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.) Cycling {2} ({2}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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 PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev
Tune Up (3)(W) Sorcery Return target artifact card from your graveyard to the battlefield. If it's a Vehicle, it becomes an artifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tune Up (3)(W) Sorcery Return target artifact card from your graveyard to the battlefield. If it's a Vehicle, it becomes an artifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tune Up (3)(W) Sorcery Return target artifact card from your graveyard to the battlefield. If it's a Vehicle, it becomes an artifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tune Up (3)(W) Sorcery Return target artifact card from your graveyard to the battlefield. If it's a Vehicle, it becomes an artifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ancient Vendetta3B 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 Vendetta3B 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 Vendetta3B 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	Fuel the Flames2R Instant Fuel the Flames deals 2 damage to each creature. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fuel the Flames Instant Fuel the Flames deals 2 damage to each creature. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fuel the Flames Instant Fuel the Flames deals 2 damage to each creature. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fuel the Flames Instant Fuel the Flames deals 2 damage to each creature. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Guidelight Matrix Artifact When this artifact enters, draw a card. {2}, {T}: Target Mount you control becomes saddled until end of turn. Activate only as a sorcery. {2}, {T}: Target Vehicle you control becomes an artifact creature until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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