

Alacrian Jaguar ④⑥ Creature -- Cat Mount Vigilance Whenever this creature attacks while saddled, it gets +2/+2 until end of turn. Saddle 1 (Tap any number of other creatures you control with total power 1 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Alacrian Jaguar ④⑥ Creature -- Cat Mount Vigilance Whenever this creature attacks while saddled, it gets +2/+2 until end of turn. Saddle 1 (Tap any number of other creatures you control with total power 1 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Alacrian Jaguar ④⑥ Creature -- Cat Mount Vigilance Whenever this creature attacks while saddled, it gets +2/+2 until end of turn. Saddle 1 (Tap any number of other creatures you control with total power 1 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Autarch Mammoth ④⑥⑥ Creature -- Elephant Mount When this creature enters and whenever it attacks while saddled, create a 3/3 green Elephant creature token. Saddle 5 (Tap any number of other creatures you control with total power 5 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Land

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Creature -- Kor Pilot

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Creature -- Human Pilot

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Land

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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 PLAY botbox.dev

Fang Guardian

Creature -- Ape Druid

Flash
When this creature enters, another target creature or Vehicle you control gets +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

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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	Gloryheath Lynx1W Creature -- Cat Mount Lifelink Whenever this creature attacks while saddled, search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. Saddle 2 (Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gloryheath Lynx1W Creature -- Cat Mount Lifelink Whenever this creature attacks while saddled, search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. Saddle 2 (Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lagorin, Soul of AlacriaGW Legendary Creature -- Beast Mount Flying Whenever Lagorin attacks while saddled, put a +1/+1 counter on each of up to two target Mounts and/or Vehicles. Saddle 1 (Tap any number of other creatures you control with total power 1 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lagorin, Soul of AlacriaGW Legendary Creature -- Beast Mount Flying Whenever Lagorin attacks while saddled, put a +1/+1 counter on each of up to two target Mounts and/or Vehicles. Saddle 1 (Tap any number of other creatures you control with total power 1 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lagorin, Soul of AlacriaGW Legendary Creature -- Beast Mount Flying Whenever Lagorin attacks while saddled, put a +1/+1 counter on each of up to two target Mounts and/or Vehicles. Saddle 1 (Tap any number of other creatures you control with total power 1 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lagorin, Soul of AlacriaGW Legendary Creature -- Beast Mount Flying Whenever Lagorin attacks while saddled, put a +1/+1 counter on each of up to two target Mounts and/or Vehicles. Saddle 1 (Tap any number of other creatures you control with total power 1 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lightshield Parry W Instant Target creature gets +2/+2 until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Plains

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pothole Mole

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.)

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Pride of the Road

Creature -- Zombie Cat Warrior

Vigilance
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.)
Max speed -- At the beginning of combat on your turn, target creature or Vehicle you control gains double strike until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ride's End 4W Instant This spell costs {3} less to cast if it targets a tapped permanent. Exile target creature or Vehicle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ride's End 4W Instant This spell costs {3} less to cast if it targets a tapped permanent. Exile target creature or Vehicle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ride's End 4W Instant This spell costs {3} less to cast if it targets a tapped permanent. Exile target creature or Vehicle. 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	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	Veteran Beastrider 1GW Creature -- Human Knight At the beginning of your end step, untap each creature you control. {2}{G}{W}: Creatures you control get +1/+1 until end of turn. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Veteran Beastrider 1GW Creature -- Human Knight At the beginning of your end step, untap each creature you control. {2}{G}{W}: Creatures you control get +1/+1 until end of turn. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Veteran Beastrider ①⑥⑦ Creature -- Human Knight At the beginning of your end step, untap each creature you control. {2}{G}{W}: Creatures you control get +1/+1 until end of turn. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veteran Beastrider ①⑥⑦ Creature -- Human Knight At the beginning of your end step, untap each creature you control. {2}{G}{W}: Creatures you control get +1/+1 until end of turn. 3/4 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
Beastrider Vanguard ①⑥ Creature -- Human Knight {4}{G}: Look at the top three cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in any order. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beastrider Vanguard ①⑥ Creature -- Human Knight {4}{G}: Look at the top three cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in any order. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bestow Greatness ②⑥ Instant Target creature gets +4/+4 and gains trample until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collision Course ①⑦ Sorcery Choose one -- * Collision Course deals X damage to target creature, where X is the number of permanents you control that are creatures and/or Vehicles. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wreck Remover4 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 Remover4 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 Remover4 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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