

Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defend the Rider 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 PLAY botbox.dev	Defend the Rider 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 PLAY botbox.dev
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① ⑥

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.
{G}: Level 2
Permanents you control with counters on them have ward {1}.
{3}{G}: Level 3
If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.

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① ② W

Artifact Creature -- Robot Pilot

This creature saddles Mounts and crews Vehicles using its toughness rather than its power. Whenever this creature becomes tapped during your turn, untap it. This ability triggers only once each turn.

0/4

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Creature -- Human Scout

Reach
{T}: Add {G}.
{T}: Add two mana of any one color.
Spend this mana only to cast Mount
or Vehicle spells.

2/2

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Llanowar Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lumbering Worldwagon Artifact -- Vehicle This Vehicle's power is equal to the number of lands you control. Whenever this Vehicle enters or attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Crew 4 */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lumbering Worldwagon Artifact -- Vehicle This Vehicle's power is equal to the number of lands you control. Whenever this Vehicle enters or attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Crew 4 */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lumbering Worldwagon Artifact -- Vehicle This Vehicle's power is equal to the number of lands you control. Whenever this Vehicle enters or attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Crew 4 */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lumbering Worldwagon Artifact -- Vehicle This Vehicle's power is equal to the number of lands you control. Whenever this Vehicle enters or attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Crew 4 */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Miriam, Herd Whisperer G W Legendary Creature -- Human Druid During your turn, Mounts and Vehicles you control have hexproof. Whenever a Mount or Vehicle you control attacks, put a +1/+1 counter on it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Perilous Snare 2 W 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.) When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield. Max speed -- {T}: Put a +1/+1 counter on target creature or Vehicle you control. Activate only as a sorcery. 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
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Thunderous Velocipede 1GG Artifact -- Vehicle Trample Each other Vehicle and creature you control enters with an additional +1/+1 counter on it if its mana value is 4 or less. Otherwise, it enters with three additional +1/+1 counters on it. Crew 3 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thunderous Velocipede 1GG Artifact -- Vehicle Trample Each other Vehicle and creature you control enters with an additional +1/+1 counter on it if its mana value is 4 or less. Otherwise, it enters with three additional +1/+1 counters on it. Crew 3 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Trostani, Three Whispers G6/WW Legendary Creature -- Dryad {1}{G}: Target creature gains deathtouch until end of turn. {G/W}: Target creature gains vigilance until end of turn. {2}{W}: Target creature gains double strike until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Trostani, Three Whispers G6/WW Legendary Creature -- Dryad {1}{G}: Target creature gains deathtouch until end of turn. {G/W}: Target creature gains vigilance until end of turn. {2}{W}: Target creature gains double strike until end of turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Unidentified Hovership ①①① Artifact -- Vehicle Flying When this Vehicle enters, exile up to one target creature with toughness 5 or less. When this Vehicle leaves the battlefield, the exiled card's owner manifests dread. Crew 1 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unidentified Hovership ①①① Artifact -- Vehicle Flying When this Vehicle enters, exile up to one target creature with toughness 5 or less. When this Vehicle leaves the battlefield, the exiled card's owner manifests dread. Crew 1 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wylie Duke, Atiin Hero ①⑥① Legendary Creature -- Human Ranger Vigilance Whenever Wylie Duke becomes tapped, you gain 1 life and draw a card. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wylie Duke, Atiin Hero ①⑥① Legendary Creature -- Human Ranger Vigilance Whenever Wylie Duke becomes tapped, you gain 1 life and draw a card. 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Aven Interrupter ①①① Creature -- Bird Rogue Flash Flying When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.) Spells your opponents cast from graveyards or from exile cost {2} more to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aven Interrupter ①①① Creature -- Bird Rogue Flash Flying When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.) Spells your opponents cast from graveyards or from exile cost {2} more to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beza, the Bounding Spring ②①① Legendary Creature -- Elemental Elk When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian Sunmare ③①① Creature -- Horse Mount Ward {2} Whenever this creature attacks while saddled, search your library for a nonland permanent card with mana value 3 or less, put it onto the battlefield, then shuffle. Saddle 4 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nissa, Ascended Animist 3 G G GP GP Legendary Planeswalker -- Nissa Completed ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.) [+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty. [-1]: Destroy target artifact or enchantment. [-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample. [sideboard] L7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheltered by Ghosts 1 W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Temporary Lockdown 1 W W Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wilt-Leaf Liege 1 G/W G/W G/W Creature -- Elf Knight {G/W} can be paid with either {G} or {W}.) Other green creatures you control get +1/+1. Other white creatures you control get +1/+1. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wilt-Leaf Liege 1 G/W G/W G/W Creature -- Elf Knight {G/W} can be paid with either {G} or {W}.) Other green creatures you control get +1/+1. Other white creatures you control get +1/+1. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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