

Abraded Bluffs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anim Pakal, Thousandth Moon 1RW Legendary Creature -- Human Soldier Whenever you attack with one or more non-Gnome creatures, put a +1/+1 counter on Anim Pakal, then create X 1/1 colorless Gnome artifact creature tokens that are tapped and attacking, where X is the number of +1/+1 counters on Anim Pakal. 1/2PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anim Pakal, Thousandth Moon 1RW Legendary Creature -- Human Soldier Whenever you attack with one or more non-Gnome creatures, put a +1/+1 counter on Anim Pakal, then create X 1/1 colorless Gnome artifact creature tokens that are tapped and attacking, where X is the number of +1/+1 counters on Anim Pakal. 1/2PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Anim Pakal, Thousandth Moon 1RW Legendary Creature -- Human Soldier Whenever you attack with one or more non-Gnome creatures, put a +1/+1 counter on Anim Pakal, then create X 1/1 colorless Gnome artifact creature tokens that are tapped and attacking, where X is the number of +1/+1 counters on Anim Pakal. 1/2PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

④ ⑤

When this Vehicle enters, create a 1/1 colorless Thopter artifact creature token with flying. 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.)

5/4

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5/4

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5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Flash
When this Vehicle enters, target creature you control gets +2/+0 and gains trample until end of turn.
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.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/1

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③ ④

At the beginning of combat on your turn, choose up to one target Vehicle you control. Until end of turn, it becomes an artifact creature and gains haste.

[+2]: You may sacrifice an artifact or discard a card. If you do, draw a card.

[0]: Create a 3/2 colorless Vehicle artifact token with crew 1.

[-7]: You get an emblem with "Whenever an artifact you control enters, this emblem deals 3 damage to any target."

L 4

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③ R

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[0]: Create a 3/2 colorless Vehicle artifact token with crew 1.

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L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra, Spark Hunter (3)(R) Legendary Planeswalker -- Chandra At the beginning of combat on your turn, choose up to one target Vehicle you control. Until end of turn, it becomes an artifact creature and gains haste. [+2]: You may sacrifice an artifact or discard a card. If you do, draw a card. [0]: Create a 3/2 colorless Vehicle artifact token with crew 1. [-7]: You get an emblem with "Whenever an artifact you control enters, this emblem deals 3 damage to any target." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cloudspire Skycycle (2)(R)(W) Artifact -- Vehicle Flying When this Vehicle enters, distribute two +1/+1 counters among one or two other target Vehicles and/or creatures you control. Crew 1 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cloudspire Skycycle (2)(R)(W) Artifact -- Vehicle Flying When this Vehicle enters, distribute two +1/+1 counters among one or two other target Vehicles and/or creatures you control. Crew 1 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cloudspire Skycycle (2)(R)(W) Artifact -- Vehicle Flying When this Vehicle enters, distribute two +1/+1 counters among one or two other target Vehicles and/or creatures you control. Crew 1 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cloudspire Skycycle (2)(R)(W) Artifact -- Vehicle Flying When this Vehicle enters, distribute two +1/+1 counters among one or two other target Vehicles and/or creatures you control. Crew 1 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dynamite Diver (R) Creature -- Goblin Pilot This creature saddles Mounts and crews Vehicles as though its power were 2 greater. When this creature dies, it deals 1 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dynamite Diver (R) Creature -- Goblin Pilot This creature saddles Mounts and crews Vehicles as though its power were 2 greater. When this creature dies, it deals 1 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dynamite Diver (R) Creature -- Goblin Pilot This creature saddles Mounts and crews Vehicles as though its power were 2 greater. When this creature dies, it deals 1 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature dies, it deals 1 damage to any target.

1/1

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Land -- Mountain Plains

({{T}}: Add {{R}} or {{W}}.)
This land enters tapped.
When this land enters, surveil 1.
(Look at the top card of your
library. You may put it into your
graveyard.)

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Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

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Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guidelight Synergist 3W Artifact Creature -- Robot Artificer Flying This creature gets +1/+0 for each artifact you control. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guidelight Synergist 3W Artifact Creature -- Robot Artificer Flying This creature gets +1/+0 for each artifact you control. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kolodin, Triumph Caster RW Legendary Creature -- Human Pilot Mounts and Vehicles you control have haste. Whenever a Mount you control enters, it becomes saddled until end of turn. Whenever a Vehicle you control enters, it becomes an artifact creature until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kolodin, Triumph Caster (R)(W) Legendary Creature -- Human Pilot Mounts and Vehicles you control have haste. Whenever a Mount you control enters, it becomes saddled until end of turn. Whenever a Vehicle you control enters, it becomes an artifact creature until end of turn. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kolodin, Triumph Caster (R)(W) Legendary Creature -- Human Pilot Mounts and Vehicles you control have haste. Whenever a Mount you control enters, it becomes saddled until end of turn. Whenever a Vehicle you control enters, it becomes an artifact creature until end of turn. 2/3 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 PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skrelv, Defector Mite (W) Legendary Artifact Creature -- Phyrexian Mite Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Skrelv can't block. {W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skrelv, Defector Mite (W) Legendary Artifact Creature -- Phyrexian Mite Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Skrelv can't block. {W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

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1/1

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① ② W

At the beginning of your upkeep, you lose 1 life and create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block."

Corrupted -- As long as an opponent has three or more poison counters, creatures you control with toxic have lifelink.

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②R

At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.

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②③

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At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.

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W

When this Vehicle enters, scry 1. Tap three other untapped creatures you control: Until end of turn, this Vehicle becomes an artifact creature and gains flying. Put a +1/+1 counter on it.

Crew 1

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When this Vehicle enters, scry 1.
Tap three other untapped creatures
you control: Until end of turn, this
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Crew 1

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①②

Destroy target artifact or enchantment.

[sidebar]

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① ② W

Destroy target artifact or enchantment.

[sideboard]

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Disenchant 1 W Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disenchant 1 W Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Get Lost 1 W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Get Lost 1 W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Get Lost 1 W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Not on My Watch 1 W Instant Exile target attacking creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Not on My Watch 1 W Instant Exile target attacking creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surge of Salvation W Instant You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Surge of Salvation W Instant You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surge of Salvation W Instant You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Warleader's Call 1RW Enchantment Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Warleader's Call 1RW Enchantment Creatures you control get +1/+1. Whenever a creature you control enters, this enchantment deals 1 damage to each opponent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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