

Autarch Mammoth (4)(G)(G) 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.) [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Basri, Tomorrow's Champion (W) Legendary Creature -- Human Knight {W}, {T}, Exert Basri: Create a 1/1 white Cat creature token with lifelink. (An exerted creature won't untap during your next untap step.) Cycling {2}{W} ({2}{W}), Discard this card: Draw a card.) When you cycle this card, Cats you control gain hexproof and indestructible until end of turn. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beastrider Vanguard (1)(G) 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	Blossoming Sands Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {W}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Blossoming Sands Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {W}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brightfield Glider (W) Creature -- Possum Mount Vigilance Whenever this creature attacks while saddled, it gets +1/+2 and gains flying until end of turn. Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Broadside Barrage (1)(U)(R) Instant Broadside Barrage deals 5 damage to target creature or planeswalker. Draw a card, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burnout Bashtronaut (R) Creature -- Goblin Warrior Menace 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.) {2}: This creature gets +1/+0 until end of turn. Max speed -- This creature has double strike. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Camera Launcher 3 Artifact Creature -- Construct Exhaust -- {3}: Put a +1/+1 counter on this creature. Create a 1/1 colorless Thopter artifact creature token with flying. (Activate each exhaust ability only once.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chitin Gravestalker 5B Creature -- Insect Warrior This spell costs {1} less to cast for each artifact and/or creature card in your graveyard. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chitin Gravestalker 5B Creature -- Insect Warrior This spell costs {1} less to cast for each artifact and/or creature card in your graveyard. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clamorous Ironclad 3R 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.) [sideboard] 6/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cloudspire Coordinator RW Creature -- Human Pilot When this creature enters, scry 2. {T}: Create X 1/1 colorless Pilot creature tokens, where X is the number of Mounts and/or Vehicles that entered the battlefield under your control this turn. The tokens have "This token saddles Mounts and crews Vehicles as though its power were 2 greater." [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collision Course 1W 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 PLAYbotbox.dev	Collision Course 1W 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 PLAYbotbox.dev	Crash and Burn 3R Instant Choose one -- * Destroy target Vehicle. * Crash and Burn deals 6 damage to target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fearless Swashbuckler (1)(U)(R) Creature -- Fish Pirate Haste Vehicles you control have haste. Whenever you attack, if a Pirate and a Vehicle attacked this combat, draw three cards, then discard two cards. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flood the Engine (2)(U) Enchantment -- Aura Enchant creature or Vehicle When this Aura enters, tap enchanted permanent. Enchanted permanent loses all abilities and doesn't untap during its controller's untap step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Foul Roads Land This land enters tapped unless you control a Mount or Vehicle. {T}: Add {B}. {1}{B}, {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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fuel the Flames (2)(R) 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 PLAY botbox.dev
Gas Guzzler (B) Creature -- Vampire Rogue 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.) This creature enters tapped. Max speed -- {B}, Sacrifice another creature or Vehicle: Draw a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glitch Ghost Surveyor (2)(U) Creature -- Spirit Scout Flying 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 -- {3}, Exile this card from your graveyard: Draw a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Surveyor (2)(R) Creature -- Goblin Scout Trample 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 -- {3}, Exile this card from your graveyard: Draw a card. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greasewrench Goblin (R) Creature -- Goblin Artificer Exhaust -- {2}{R}: Discard up to two cards, then draw that many cards. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lord of the Undead (1)(B)(B) Creature -- Zombie Other Zombie creatures get +1/+1. {1}{B}, {T}: Return target Zombie card from your graveyard to your hand. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magmakin Artillerist (2)(R) Creature -- Elemental Pirate Whenever you discard one or more cards, this creature deals that much damage to each opponent. Cycling {1}{R} ({1}{R}, Discard this card: Draw a card.) When you cycle this card, it deals 1 damage to each opponent. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marshals' Pathcruiser (3) Artifact -- Vehicle When this Vehicle enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle. Exhaust -- {W}{U}{B}{R}{G}: This Vehicle becomes an artifact creature. Put two +1/+1 counters on it. (Activate each exhaust ability only once.) Crew 5 [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Maximum Overdrive (1)(B) Instant Put a +1/+1 counter on target creature. It gains deathtouch and indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Migrating Ketraddon (4)(G)(G) Creature -- Dinosaur Reach When this creature enters, you gain 4 life. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Migrating Ketraddon (4)(G)(G) Creature -- Dinosaur Reach When this creature enters, you gain 4 life. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Momentum Breaker (1)(B) Enchantment 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 enchantment enters, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card. {2}, Sacrifice this enchantment: You gain life equal to your speed. [sideboard] 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Possession Engine (3)(U)(U) Artifact -- Vehicle When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle. Crew 3 [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pothole Mole (2)(G) 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.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Push the Limit (5)(R)(R) 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Racers' Scoreboard (4) 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, draw two cards, then discard a card. Max speed -- Spells you cast cost {1} less to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rangers' Aetherhive (1)(G)(U) Artifact -- Vehicle Vigilance Whenever you activate an exhaust ability, 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.) [sideboard] 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rangers' Aetherhive (1)(G)(U) Artifact -- Vehicle Vigilance Whenever you activate an exhaust ability, 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.) [sideboard] 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Repurposing Bay (2)(U) Artifact {2}, {T}, Sacrifice another artifact: Search your library for an artifact card with mana value equal to 1 plus the sacrificed artifact's mana value, put that card onto the battlefield, then shuffle. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Master_of_Dementia - Limited (Limited Super Qualifier)

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 7/11 - 8 cards - 2.5 x 3.5 in each

Ride's End 4 W Instant This spell costs {3} less to cast if it targets a tapped permanent. Exile target creature or Vehicle. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ripclaw Wrangler 3 B Artifact -- Vehicle When this Vehicle enters, each opponent discards a card. 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.) [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Risky Shortcut 2 B Sorcery Draw two cards. Each player loses 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rugged Highlands Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {G}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sabotage Strategist 2 U U Creature -- Vedalken Ranger Flying, vigilance Whenever one or more creatures attack you, those creatures get -1/-0 until end of turn. Exhaust -- {5}{U}{U}: Put three +1/+1 counters on this creature. (Activate each exhaust ability only once.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrap Compactor 1 Artifact {3}, {T}, Sacrifice this artifact: It deals 3 damage to target creature. {6}, {T}, Sacrifice this artifact: Destroy target creature or Vehicle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silken Strength 1 G Enchantment -- Aura Flash Enchant creature or Vehicle When this Aura enters, untap enchanted permanent. Enchanted permanent gets +1/+2 and has reach. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Spell Pierce Ⓢ Instant Counter target noncreature spell unless its controller pays {2}. [sideboard]	Spire Mechcycle Ⓜ Ⓡ Artifact -- Vehicle Haste Exhaust -- Tap another untapped Mount or Vehicle you control: This Vehicle becomes an artifact creature. Put a +1/+1 counter on it for each Mount and/or Vehicle you control other than this Vehicle. (Activate each exhaust ability only once.) Crew 2 [sideboard]	Stall Out Ⓢ Ⓢ Sorcery Tap target creature or Vehicle, then put three stun counters on it. (If a permanent with a stun counter would become untapped, remove one from it instead.) Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard]	Starting Column Ⓢ 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.) {T}: Add one mana of any color. Max speed -- {T}, Sacrifice this artifact: Draw two cards, then discard a card. [sideboard]
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Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard]	Swiftwing Assailant Ⓢ Ⓢ Creature -- Bird Warrior Flying 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 -- This creature gets +0/+1 and has vigilance. [sideboard]	Swiftwing Assailant Ⓢ Ⓢ Creature -- Bird Warrior Flying 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 -- This creature gets +0/+1 and has vigilance. [sideboard]	Thornwood Falls Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {U}. [sideboard]
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Thunderhead Gunner (4)(R) Creature -- Shark Pirate Reach Discard a card: Draw a card. Activate only as a sorcery and only once each turn. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thunderhead Gunner (4)(R) Creature -- Shark Pirate Reach Discard a card: Draw a card. Activate only as a sorcery and only once each turn. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veloheart Bike (2)(G) Artifact -- Vehicle When this Vehicle enters, you gain 2 life. {T}: Add one mana of any color. 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.) [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Venomsac Lagac (1)(G) Creature -- Lizard Mount Deathtouch Whenever this creature attacks while saddled, it gets +0/+3 until end of turn. 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.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Venomsac Lagac (1)(G) Creature -- Lizard Mount Deathtouch Whenever this creature attacks while saddled, it gets +0/+3 until end of turn. 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.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Veteran Beastrider ①⑥⑦ Creature -- Human Knight At the beginning of your end step, untap each creature you control. {2}{6}{7}: Creatures you control get +1/+1 until end of turn. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Walking Sarcophagus ② Artifact Creature -- Zombie Cat 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 -- This creature gets +1/+2. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Walking Sarcophagus ② Artifact Creature -- Zombie Cat 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 -- This creature gets +1/+2. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wreck Remover ④ 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 PLAY botbox.dev
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