

Amonkhet Raceway Land 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 {C}. Max speed -- {T}: Target creature gains haste until end of turn. [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Apocalypse Runner Artifact -- Vehicle {T}: Target creature you control with power 2 or less gains lifelink until end of turn and can't be blocked this turn. 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.) [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodfell Caves Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {R}. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burnout Bashtronaut 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
Clamorous Ironclad 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 PLAY botbox.dev	Count on Luck Enchantment At the beginning of your upkeep, exile the top card of your library. You may play that card this turn. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cryptcaller Chariot Artifact -- Vehicle Menace Whenever you discard one or more cards, create that many tapped 2/2 black Zombie creature tokens. Crew 2 [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dynamite Diver 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - 009009009 - 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 1/6 - 8 cards - 2.5 x 3.5 in each

Endrider Spikespitter (3)(R) Creature -- Human Mercenary Reach 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 your upkeep, exile the top card of your library. You may play that card this turn. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [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	Gastal Thrillroller (2)(R) Artifact -- Vehicle Trample, haste When this Vehicle enters, it becomes an artifact creature until end of turn. Crew 2 {2}{R}, Discard a card: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only as a sorcery. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gilded Ghoda (1)(R) Creature -- Horse Mount Whenever this creature attacks while saddled, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") 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.) [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	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

Playtest cards - 009009009 - 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 2/6 - 8 cards - 2.5 x 3.5 in each

Marauding Mako Ⓡ Creature -- Shark Pirate Whenever you discard one or more cards, put that many +1/+1 counters on this creature. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marauding Mako Ⓡ Creature -- Shark Pirate Whenever you discard one or more cards, put that many +1/+1 counters on this creature. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 1/1 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	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
Pacesetter Paragon ②Ⓡ Creature -- Human Pilot Exhaust -- {2}{R}: Put a +1/+1 counter on this creature. It gains double strike until end of turn. (Activate each exhaust ability only once.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pit Automaton ② Artifact Creature -- Construct Defender {T}: Add {C}{C}. Spend this mana only to activate abilities. {2}, {T}: When you next activate an exhaust ability that isn't a mana ability this turn, copy it. You may choose new targets for the copy. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Push the Limit ⑤ⓇⓇ 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

®

Road Rage deals X damage to target creature or planeswalker, where X is 2 plus the number of Mounts and Vehicles you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped unless you control a Mount or Vehicle.
 {T}: Add {R}.
 {1}{R}, {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

① ②

Flying
Whenever you discard one or more cards, put that many +1/+1 counters on this creature.
Cycling {2} ({2}, Discard this card: Draw a card.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Destroy target artifact.
Cycling {R} ({R}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

When this creature enters, return target creature or Vehicle an opponent controls to its owner's hand. If that opponent's speed is greater than each other player's speed, reduce that opponent's speed by 1. This effect can't reduce their speed below 1.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ R

Reach
Discard a card: Draw a card.
Activate only as a sorcery and only once each turn.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thunderhead Gunner

④ ① 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

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