

Aetherjacket 3 Artifact Creature -- Thopter Flying, vigilance {2}, {T}, Sacrifice this creature: Destroy another target artifact. Activate only as a sorcery. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Apocalypse Runner 2BR 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 PLAYbotbox.dev	Avishkar 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 -- {3}, {T}, Discard a card: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Avishkar 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 -- {3}, {T}, Discard a card: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Brightfield Mustang 3W Creature -- Horse Mount Whenever this creature attacks while saddled, untap it and put a +1/+1 counter on it. 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] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broodheart Engine BG Artifact At the beginning of your upkeep, surveil 1. {2}{B}{G}, {T}, Sacrifice this artifact: Return target creature or Vehicle card from your graveyard to the battlefield. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burner Rocket 1R Artifact -- Vehicle 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.) [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burner Rocket 1R Artifact -- Vehicle 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.) [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	Canyon Vault 1W Creature -- Kor Pilot Whenever this creature saddles a Mount or crews a Vehicle during your main phase, that Mount or Vehicle gains flying until end of turn. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chandra, Spark Hunter 3R 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." [sideboard] L 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 Captain 2W Creature -- Human Pilot Mounts and Vehicles you control get +1/+1. This creature saddles Mounts and crews Vehicles as though its power were 2 greater. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Coalstoke Gearhulk 1BBBBR Artifact Creature -- Construct Menace, deathtouch When this creature enters, put target creature card with mana value 4 or less from a graveyard onto the battlefield under your control with a finality counter on it. That creature gains menace, deathtouch, and haste. At the beginning of your next end step, exile that creature. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cursecloth Wrappings 2BB Artifact Zombies you control get +1/+1. {T}: Target creature card in your graveyard gains embalm until end of turn. The embalm cost is equal to its mana cost. (Exile that card and pay its embalm cost: Create a token that's a copy of it, except it's a white Zombie in addition to its other types and has no mana cost. Embalm only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest (T): Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest (T): Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Full Throttle (4)(R)(R) Sorcery After this main phase, there are two additional combat phases. At the beginning of each combat this turn, untap all creatures that attacked this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gastal Blockbuster (2)(R) Creature -- Human Berserker When this creature enters, you may sacrifice a creature or Vehicle. When you do, destroy target artifact an opponent controls. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gloryheath Lynx (1)(W) 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.) [sideboard] 2/3 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

Grim Bauble (B) Artifact When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn. {2}{B}, {T}, Sacrifice this artifact: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guidelight Synergist (3)(W) Artifact Creature -- Robot Artificer Flying This creature gets +1/+0 for each artifact you control. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Haunt the Network (3)(U)(B) Sorcery Choose target opponent. Create two 1/1 colorless Thopter artifact creature tokens with flying. Then the chosen player loses X life and you gain X life, where X is the number of artifacts you control. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hazard of the Dunes (3)(G) Creature -- Wurm Reach, trample Exhaust -- {6}{G}: Put three +1/+1 counters on this creature. (Activate each exhaust ability only once.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hulldrifter (3)(U)(U) Artifact -- Vehicle Flying When this Vehicle enters, draw two cards. 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] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jibbirik Omnivore (1)(G) Creature -- Beast [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kickoff Celebrations (1)(R) 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, you may discard a card. If you do, draw two cards. Max speed -- Sacrifice this enchantment: Creatures and Vehicles you control gain haste until end of turn. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leonin Surveyor (1)(W) Creature -- Cat Scout 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.) During your turn, this creature has first strike. Max speed -- {3}, Exile this card from your graveyard: Draw a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Strike 1 R Instant Lightning Strike deals 3 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightshield Parry W Instant Target creature gets +2/+2 until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightwheel Enhancements W Enchantment -- Aura Enchant creature or Vehicle 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.) Enchanted permanent gets +1/+1 and has vigilance. Max speed -- You may cast this card from your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Locust Spray B Instant Target creature gets -1/-1 until end of turn. Cycling {B} ({B}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Loxodon Surveyor 2 G Creature -- Elephant Scout 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] 3/3 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	Mendicant Core, Guidelight W U Legendary Artifact Creature -- Robot Mendicant Core's power is equal to the number of artifacts you control. 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 -- Whenever you cast an artifact spell, you may pay {1}. If you do, copy it. (The copy becomes a token.) [sideboard] * /3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Midnight Mangler

Artifact -- Vehicle

During turns other than yours, this Vehicle is an artifact creature. 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.)

[sidebar]

3/3

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Midnight Mangler

Artifact -- Vehicle

During turns other than yours, this Vehicle is an artifact creature. 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.)

[sidebar]

3/3

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Migrating Ketradon

Creature -- Dinosaur

Reach
When this creature enters, you gain 4 life.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sidebar]

6/6

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Momentum Breaker

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 discard a card.

{2}, Sacrifice this enchantment: You gain life equal to your speed.

[sideboard]

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Mountain

Basic Land -- Mountain

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

[sidebar]

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Nimble Thopterist

Creature -- Vedalken Artificer

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

[sidebar]

3/2

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Ooze Patrol

Creature -- Ooze

When this creature enters, mill two cards, then put a +1/+1 counter on this creature for each artifact and/or creature card in your graveyard. (To mill two cards, put the top two cards of your library into your graveyard.)

[sideboard]

2/2

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① ② R

Haste
Exhaust -- {3}{R}: Put two +1/+1 counters on this creature. (Activate each exhaust ability only once.)

2/1

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5 R R

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.

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2 R R G G

Vigilance, menace
When this creature enters, other creatures you control get +2/+2 and gain vigilance and menace until end of turn. Damage can't be prevented this turn.

7/7

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① ②

Whenever you activate an exhaust ability, draw a card.
Exhaust -- {4}: This Vehicle becomes an artifact creature. Put a +1/+1 counter on it. (Activate each exhaust ability only once.)
Crew 2

3/3

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3 R

Whenever this creature saddles a Mount or crews a Vehicle during your main phase, that Mount or Vehicle gets +2/+0 and gains trample until end of turn.

3/3

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④ ⑤

This spell costs {3} less to cast if it targets a tapped permanent.
Exile target creature or Vehicle.

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④ ⑤

This spell costs {3} less to cast if it targets a tapped permanent.
Exile target creature or Vehicle.

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2 B

Draw two cards. Each player loses 2 life.

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Roadside Blowout 2U Sorcery This spell costs {2} less to cast if it targets a permanent with mana value 1. Return target creature or Vehicle an opponent controls to its owner's hand. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sabotage Strategist 2UU 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
Shefet Archfiend 5BB Creature -- Demon Flying When this creature enters, all other creatures get -2/-2 until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silken Strength 1G 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	Skycrash 1R Instant Destroy target artifact. Cycling {R} ({R}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyseer's Chariot 1W Artifact -- Vehicle Flying As this Vehicle enters, choose a nonland card name. Activated abilities of sources with the chosen name cost {2} more to activate. Crew 2 [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Flying
Exhaust -- {4}{U}: Put two +1/+1
counters on this creature. (Activate
each exhaust ability only once.)

1/3

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① ②

Counter target artifact or creature spell unless its controller pays {4}.

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① W

When this Vehicle enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

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.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Exhaust -- {3}{6}: Put a +1/+1 counter on this creature. Create a 3/3 green Elephant creature token. (Activate each exhaust ability only once.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

G

Exhaust -- {3}{G}: Put a +1/+1 counter on this creature. Create a 3/3 green Elephant creature token. (Activate each exhaust ability only once.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

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4 B

Flying, haste
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 has lifelink.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W

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.

3/3

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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 PLAYbotbox.dev	Thundering Broodwagon 2 B B G G Artifact -- Vehicle Reach, menace When this Vehicle enters, destroy target nonland permanent an opponent controls with mana value 4 or less. Crew 3 Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Trade the Helm 4 U Sorcery Exchange control of target artifact or creature you control and target artifact or creature an opponent controls. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Cove Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {U}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tranquil Cove Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {U}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Transit Mage 2 U Creature -- Human Wizard When this creature enters, you may search your library for an artifact card with mana value 4 or 5, reveal it, put it into your hand, then shuffle. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Veteran Beastrider 1 G W 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. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - bonba - 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 10/11 - 8 cards - 2.5 x 3.5 in each

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. [sideboard] 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. [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	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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