

Aether Syphon 1 U U 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.) {2}, {T}: Draw a card. Max speed -- Whenever you draw a card, each opponent mills two cards. (Each opponent puts the top two cards of their library into their graveyard.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Air Response Unit 2 W Artifact -- Vehicle Flying, vigilance 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] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev
Boom Scholar 1 R G Creature -- Goblin Advisor Exhaust abilities of other permanents you control cost {2} less to activate. Exhaust -- {4}{R}{G}: Creatures and Vehicles you control gain trample until end of turn. Put two +1/+1 counters on this creature. (Activate each exhaust ability only once.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brightfield Mustang 3 W 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	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 PLAYbotbox.dev	Burner Rocket 1 R 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

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.)

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3/1

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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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ward--{2}, Pay 2 life.
Whenever you discard one or more cards, target creature gets +2/+0 until end of turn for each card discarded this way. Whenever that creature deals combat damage to a player this turn, you draw a card.

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5/4

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2 B

When this Vehicle enters, mill two cards. Then return a creature or Vehicle card from your graveyard to your hand. (To mill two cards, put the top two cards of your library into your graveyard.)

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]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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Mounts and Vehicles you control get +1/+1.
This creature saddles Mounts and crews Vehicles as though its power were 2 greater.

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Choose one --

- * Destroy target Vehicle.
- * Crash and Burn deals 6 damage to target creature or planeswalker.

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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 2/11 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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	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	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	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	Gastal Raider (2)(B) Creature -- Vampire Rogue Start your engines! When this creature enters, target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. Max speed -- This creature gets +1/+1 and has menace. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gastal Raider (2)(B) Creature -- Vampire Rogue Start your engines! When this creature enters, target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. Max speed -- This creature gets +1/+1 and has menace. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gearseeker Serpent (5)(U)(U) Creature -- Serpent Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) {5}{U}: This creature can't be blocked this turn. [sideboard] 5/6 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	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
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] 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guidelight Optimizer (1)(U) Artifact Creature -- Robot {T}: Add {U}. Spend this mana only to cast an artifact spell or activate an ability. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Howlsquad Heavy (2)(R) Creature -- Goblin Mercenary Start your engines! Other Goblins you control have haste. At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able. Max speed -- {T}: Add {R} for each Goblin you control. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island Basic Land -- Island ({T}: Add {U}.) [sideboard] 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	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	Lotusguard Disciple 2 W Creature -- Bird Cleric Flying When this creature enters, target creature or Vehicle gains lifelink and indestructible until end of turn. [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

Playtest cards - Benno0 - 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 6/11 - 8 cards - 2.5 x 3.5 in each

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Lifelink, ward {1}
When this creature enters, look at target player's hand. You may choose a card from it. If you do, that player discards that card, then draws a card.

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2/1

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Skybox Ferry5 Artifact -- Vehicle Flying 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.) Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spectral Interference1U Instant Counter target artifact or creature spell unless its controller pays {4}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spectral Interference1U Instant Counter target artifact or creature spell unless its controller pays {4}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spikeshell Harrier4U Artifact Creature -- Robot Turtle 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. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Spin Out1BB Instant Destroy target creature or Vehicle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stall Out1U 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stall Out1U 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stall Out1U 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp Basic Land -- Swamp ({T}): Add {B} .) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}): Add {B} .) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terrian, World Tyrant 2GGG Legendary Creature -- Dinosaur Ooze [sideboard] 9/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Last RideB Legendary Artifact -- Vehicle The Last Ride gets -X/-X, where X is your life total. {2}{B}, Pay 2 life: Draw a card. Crew 2 [sideboard] 13/13 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	Trip Up3U Instant Target nonland permanent's owner puts it on their choice of the top or bottom of their library. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Veloheart Bike2G 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 PLAYbotbox.dev	Venomsac Lagac1G 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

Venomsac Lagac 1 6 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 6 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	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 PLAYbotbox.dev	Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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