

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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Alacrian Armory (3)(W) Artifact Creatures you control get +0/+1 and have vigilance. At the beginning of combat on your turn, choose up to one target Mount or Vehicle you control. Until end of turn, that permanent becomes saddled if it's a Mount and becomes an artifact creature if it's a Vehicle. [sideboard] 3/3 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 PLAY botbox.dev	Fang Guardian (3)(G) Creature -- Ape Druid Flash When this creature enters, another target creature or Vehicle you control gets +2/+2 until end of turn. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guidelight Matrix (2) Artifact When this artifact enters, draw a card. {2}, {T}: Target Mount you control becomes saddled until end of turn. Activate only as a sorcery. {2}, {T}: Target Vehicle you control becomes an artifact creature until end of turn. [sideboard] 2/2 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

Guidelight Pathmaker 4WU Artifact -- Vehicle Vigilance When this Vehicle enters, you may search your library for an artifact card and reveal it. Put it onto the battlefield if its mana value is 2 or less. Otherwise, put it into your hand. If you search your library this way, shuffle. Crew 2 [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hulldrifter 3UU 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 PLAYbotbox.dev	Interface Ace 1W Artifact Creature -- Robot Pilot This creature saddles Mounts and crews Vehicles using its toughness rather than its power. Whenever this creature becomes tapped during your turn, untap it. This ability triggers only once each turn. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Interface Ace 1W Artifact Creature -- Robot Pilot This creature saddles Mounts and crews Vehicles using its toughness rather than its power. Whenever this creature becomes tapped during your turn, untap it. This ability triggers only once each turn. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Memory Guardian 4U Artifact Creature -- Robot Artificer Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mendicant Core, Guidelight WU 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 PLAYbotbox.dev	Midnight Mangler 1U 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.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Nesting Bot Artifact Creature -- Robot 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 creature dies, create a 1/1 colorless Servo artifact creature token. Max speed -- This creature gets +1/+0. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oviya, Automech Artisan Legendary Creature -- Human Artificer Each creature that's attacking one of your opponents has trample. {G}, {T}: You may put a creature or Vehicle card from your hand onto the battlefield. If you put an artifact onto the battlefield this way, put two +1/+1 counters on it. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pedal to the Metal Instant Target creature gets +X/+0 and gains first strike until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pit Automaton 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 PLAYbotbox.dev
Reef Roads Land This land enters tapped unless you control a Mount or Vehicle. {T}: Add {U}. {1}{U}, {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 PLAYbotbox.dev	Reef Roads Land This land enters tapped unless you control a Mount or Vehicle. {T}: Add {U}. {1}{U}, {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 PLAYbotbox.dev	Ride's End 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 PLAYbotbox.dev	Ripclaw Wrangler 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 PLAYbotbox.dev

④ W

Other artifact creatures you control get +2/+2.

Whenever this Vehicle attacks, return up to one target artifact card from your graveyard to the battlefield.

Crew 6

[sidebar]

6/10

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① ② W

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

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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

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1/3

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①②

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 -- {1}, Sacrifice this creature: Copy target spell you control. You may choose new targets for the copy. (A copy of a permanent spell becomes a token.)

[sideboard]

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.)

[sidebar]

3/2

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①②

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.)

[sidebar]

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③ ④ 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.

[sideboard]

3/3

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W U

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

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2/4

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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

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Wreckage Wickerfolk

①B

Artifact Creature -- Scarecrow

Flying

When this creature enters, 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]

1/3

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