

Agonasaur Rex (3)(G)(G) Creature -- Dinosaur Trample Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.) When you cycle this card, put two +1/+1 counters on up to one target creature or Vehicle. It gains trample and indestructible until end of turn. [sideboard] 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancient Vendetta (3)(B) Sorcery Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bestow Greatness (2)(G) Instant Target creature gets +4/+4 and gains trample until end of turn. [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
Boosted Sloop (1)(U)(R) Artifact -- Vehicle Menace Whenever you attack, draw a card, then discard a card. 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	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	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	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

Deathless Pilot (1)(B) Creature -- Zombie Pilot This creature saddles Mounts and crews Vehicles as though its power were 2 greater. {3}{B}: Return this card from your graveyard to your hand. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Draconautics Engineer (1)(R) Creature -- Goblin Artificer Exhaust -- {R}: Other creatures you control gain haste until end of turn. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.) Exhaust -- {3}{R}: Create a 4/4 red Dinosaur Dragon creature token with flying. [sideboard] 2/2 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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	Greenbelt Guardian (1)(G) Creature -- Elf Ranger {G}: Target creature gains trample until end of turn. Exhaust -- {3}{G}: 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	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 (4)(W)(U) 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 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	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	Howler's Heavy (3)(U) Creature -- Seal Pirate Cycling {1}{U} ({1}{U}, Discard this card: Draw a card.) When you cycle this card, target creature or Vehicle an opponent controls gets -3/-0 until end of turn. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Keen Buccaneer (2)(U) Creature -- Octopus Pirate Vigilance Exhaust -- {1}{U}: Draw a card, then discard a card. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Keen Buccaneer (2)(U) Creature -- Octopus Pirate Vigilance Exhaust -- {1}{U}: Draw a card, then discard a card. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.) [sideboard] 2/3 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] 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
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	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	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	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

Loxodon Surveyor 26 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 PLAYbotbox.dev	Magmakin Artillerist 2R 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 PLAYbotbox.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 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
Migrating Ketraddon 466 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 PLAYbotbox.dev	Mutant Surveyor 2B Creature -- Mutant 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.) {2}: This creature gets +1/+1 until end of turn. Max speed -- {3}, Exile this card from your graveyard: Draw a card. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nimble Thopterist 3U Creature -- Vedalken Artificer When this creature enters, create a 1/1 colorless Thopter artifact creature token with flying. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outpace Oblivion 2R 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, it deals 5 damage to up to one target creature or planeswalker. {2}, Sacrifice this enchantment: It deals 2 damage to each player who doesn't have max speed. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Pacesetter Paragon (2)(R) 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	Pedal to the Metal (X)(R) Instant Target creature gets +X/+0 and gains first strike until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] 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	Prowcatcher Specialist (1)(R) Creature -- Goblin Warrior Haste Exhaust -- {3}{R}: Put two +1/+1 counters on this creature. (Activate each exhaust ability only once.) [sideboard] 2/1 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	Pyrewood Gearhulk (2)(R)(R)(G)(G) Artifact Creature -- Construct 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. [sideboard] 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 W W

All creatures and Vehicles lose indestructible until end of turn, then destroy all creatures and Vehicles.

Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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

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 B B

Destroy target creature or Vehicle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

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}{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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swiftwing Assailant 3 W 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] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Syphon Fuel 4 B Instant Target creature gets -6/-6 until end of turn. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Syphon Fuel 4 B Instant Target creature gets -6/-6 until end of turn. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ticket Tortoise 2 Artifact Creature -- Turtle Defender When this creature enters, if an opponent controls more lands than you, you create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) [sideboard] 3/1 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 Up 3 U 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	Tyrox, Saurid Tyrant 1 R Legendary Creature -- Dinosaur Warrior [sideboard] 4/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unstoppable Plan 2 U Enchantment At the beginning of your end step, untap all nonland permanents you control. [sideboard] 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 PLAY botbox.dev	Wickerfolk Indomitable 3 B Artifact Creature -- Scarecrow You may cast this card from your graveyard by paying 2 life and sacrificing an artifact or creature in addition to paying its other costs. [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wild Roads Land This land enters tapped unless you control a Mount or Vehicle. {T}: Add {G}. {1}{G}, {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	Wretched Doll 1 B Artifact Creature -- Toy {B}, {T}: Surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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