

Alacrian Armory 3W 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] 6/5 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	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
Back on Track 4B Sorcery Return target creature or Vehicle card from your graveyard to the battlefield. Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater." [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Basri, Tomorrow's Champion W Legendary Creature -- Human Knight {W}, {T}, Exert Basri: Create a 1/1 white Cat creature token with lifelink. (An exerted creature won't untap during your next untap step.) Cycling {2}{W} ({2}{W}), Discard this card: Draw a card.) When you cycle this card, Cats you control gain hexproof and indestructible until end of turn. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bestow Greatness 2G Instant Target creature gets +4/+4 and gains trample until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodfell Caves Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Boommobile 2R R Artifact -- Vehicle When this Vehicle enters, add four mana of any one color. Spend this mana only to activate abilities. Exhaust -- {X}{2}{R}: This Vehicle deals X damage to any target. Put a +1/+1 counter on this Vehicle. (Activate each exhaust ability only once.) Crew 2 [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Brightglass Gearhulk G G W W Artifact Creature -- Construct First strike, trample When this creature enters, you may search your library for up to two artifact, creature, and/or enchantment cards with mana value 1 or less, reveal them, put them into your hand, then shuffle. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broadcast Rambler 4 W Artifact -- Vehicle When this Vehicle enters, create a 1/1 colorless Thopter artifact creature token with flying. 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] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Broadcast Rambler 4 W Artifact -- Vehicle When this Vehicle enters, create a 1/1 colorless Thopter artifact creature token with flying. 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] 5/4 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] 3/1 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	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

Chitin Gravestalker (5)(B) 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 PLAY botbox.dev	Clamorous Ironclad (3)(R) 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	Cloudspire Captain (2)(W) 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 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 PLAY botbox.dev
Detention Chariot (4)(W)(W) Artifact -- Vehicle When this Vehicle enters, exile target artifact or creature an opponent controls until this Vehicle leaves the battlefield. 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 {W} ({W}, Discard this card: Draw a card.) [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dune Drifter (X)(W)(B) Artifact -- Vehicle When this Vehicle enters, return target artifact or creature card with mana value X or less from your graveyard to the battlefield. 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 PLAY botbox.dev	Earthrumbler (4)(G) Artifact -- Vehicle Vigilance, trample Exile an artifact or creature card from your graveyard: This Vehicle becomes an artifact creature until end of 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] 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Endrider Catalyzer (1)(R) Creature -- Human Warrior 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 -- {T}: Add {R}{R}. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Lenny - Limited (Limited Super Qualifier)

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sheet 3/11 - 8 cards - 2.5 x 3.5 in each

3 R

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.

3/4

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① U R

Haste
Vehicles you control have haste.
Whenever you attack, if a Pirate and a Vehicle attacked this combat, draw three cards, then discard two cards.

3/3

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② ③

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.

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Forest

botbox.de

② ③

Fuel the Flames deals 2 damage to each creature.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Destroy target creature with toughness 4 or greater.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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.

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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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grim Javelineer (2)(B) Creature -- Human Warrior Whenever you attack, target attacking creature gets +1/+0 until end of turn. When that creature dies this turn, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grim Javelineer (2)(B) Creature -- Human Warrior Whenever you attack, target attacking creature gets +1/+0 until end of turn. When that creature dies this turn, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) [sideboard] 3/2 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	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	Hour of Victory (2)(B) Enchantment Start your engines! When this enchantment enters, create a 2/2 black Zombie creature token. Max speed -- {1}{B}, Sacrifice this enchantment: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Interface Ace (1)(W) 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 PLAY botbox.dev

Island Basic Land -- Island ([T]): Add [U].) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jibbirik Omnivore Creature -- Beast [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kickoff Celebrations 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 PLAYbotbox.dev	Leonin Surveyor 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 PLAYbotbox.dev
Lightning Strike Instant Lightning Strike deals 3 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Strike Instant Lightning Strike deals 3 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightwheel Enhancements 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	Loxodon Surveyor 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

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This creature enters with X +1/+1 counters on it.
{4}: Put a +1/+1 counter on this creature.
When this creature dies, draw a card for each +1/+1 counter on it.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Put a +1/+1 counter on target creature. It gains deathtouch and indestructible until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

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 PLAY botbox.dev

②③

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

3 B

Whenever this creature or another artifact you control enters, each opponent loses 1 life and you gain 1 life.

[sidebar]

3/4

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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	Plow Through (G) Sorcery Choose one -- * Target creature you control fights target creature an opponent controls. (Each deals damage equal to its power to the other.) * Destroy target Vehicle. [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	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	Ride's End (4)(W) 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 PLAY botbox.dev	Risky Shortcut (2)(B) Sorcery Draw two cards. Each player loses 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roadside Assistance 2 W Enchantment -- Aura Enchant creature or Vehicle When this Aura enters, create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater." Enchanted permanent gets +1/+1 and has lifelink. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrounging Skyray 1 U Creature -- Fish Pirate 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.) [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silken Strength 1 G 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
Skyserpent Seeker G U Creature -- Snake Flying, deathtouch Exhaust -- {4}: Reveal cards from the top of your library until you reveal two land cards. Put those land cards onto the battlefield tapped and the rest on the bottom of your library in a random order. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyserpent Seeker G U Creature -- Snake Flying, deathtouch Exhaust -- {4}: Reveal cards from the top of your library until you reveal two land cards. Put those land cards onto the battlefield tapped and the rest on the bottom of your library in a random order. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectral Interference 1 U Instant Counter target artifact or creature spell unless its controller pays {4}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spikeshell Harrier 4 U 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 PLAY botbox.dev

Playtest cards - Lenny - Limited (Limited Super Qualifier)

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Spin Out 1BB Instant Destroy target creature or Vehicle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starting Column 3 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.) {T}: Add one mana of any color. Max speed -- {T}, Sacrifice this artifact: Draw two cards, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunbillion Verge Land {T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swiftwing Assailant 3W 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 PLAY botbox.dev
Syphon Fuel 4B Instant Target creature gets -6/-6 until end of turn. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thunderhead Gunner 4R 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	Thunderhead Gunner 4R 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	Trip Up 3U 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 PLAY botbox.dev

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sheet 10/11 - 8 cards - 2.5 x 3.5 in each

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 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	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	Willowrush Verge Land {T}: Add {U}. {T}: Add {G}. Activate only if you control a Forest or an Island. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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