

Alacrian Jaguar 4 G Creature -- Cat Mount Vigilance Whenever this creature attacks while saddled, it gets +2/+2 until end of turn. 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] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Apocalypse Runner 2 B R 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
Bestow Greatness 2 G Instant Target creature gets +4/+4 and gains trample until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 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	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

Cavalier of Dawn (2)(W)(W)(W) Creature -- Elemental Knight Vigilance When this creature enters, destroy up to one target nonland permanent. Its controller creates a 3/3 colorless Golem artifact creature token. When this creature dies, return target artifact or enchantment card from your graveyard to your hand. [sideboard] 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Cloudspire Coordinator (R)(W) Creature -- Human Pilot When this creature enters, scry 2. {T}: Create X 1/1 colorless Pilot creature tokens, where X is the number of Mounts and/or Vehicles that entered the battlefield under your control this turn. The tokens have "This token saddles Mounts and crews Vehicles as though its power were 2 greater." [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collision Course (1)(W) Sorcery Choose one -- * Collision Course deals X damage to target creature, where X is the number of permanents you control that are creatures and/or Vehicles. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Count on Luck (R)(R)(R) Enchantment At the beginning of your upkeep, exile the top card of your library. You may play that card this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crash and Burn (3)(R) Instant Choose one -- * Destroy target Vehicle. * Crash and Burn deals 6 damage to target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dredger's Insight (1)(G) Enchantment Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life. When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.) [sideboard] 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

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 PLAYbotbox.dev	Embalmed Ascendant (1)(W)(B) Creature -- Zombie 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 enters, create a 2/2 black Zombie creature token. Max speed -- Whenever a creature you control dies, each opponent loses 1 life and you gain 1 life. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Engine Rat (B) Creature -- Zombie Rat Deathtouch {5}{B}: Each opponent loses 2 life. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fang-Druid Summoner (3)(G) Creature -- Ape Druid Reach When this creature enters, you may search your library and/or graveyard for a creature card with no abilities, reveal it, and put it into your hand. If you search your library this way, shuffle. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gonti, Night Minister (2)(B)(B) Legendary Creature -- Aetherborn Rogue Whenever a player casts a spell they don't own, that player creates a Treasure token. Whenever a creature deals combat damage to one of your opponents, its controller looks at the top card of that opponent's library and exiles it face down. They may play that card for as long as it remains exiled. Mana of any type can be spent to cast a spell this way. [sideboard] 3/4 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] 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] 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] 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	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

Playtest cards - naka_mura - 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 5/11 - 8 cards - 2.5 x 3.5 in each

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 PLAYbotbox.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 PLAYbotbox.dev	Jungle Hollow Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}. [sideboard] 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
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 PLAYbotbox.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 PLAYbotbox.dev	Lumbering Worldwagon 2 G Artifact -- Vehicle This Vehicle's power is equal to the number of lands you control. Whenever this Vehicle enters or attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Crew 4 [sideboard] */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev

Memory Guardian (4)(U) 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 PLAY botbox.dev	Night Market Land This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. Cycling {3} ({3}, Discard this card: Draw a card.) [sideboard]	Night Market Land This land enters tapped. As it enters, choose a color. {T}: Add one mana of the chosen color. Cycling {3} ({3}, Discard this card: Draw a card.) [sideboard]	Outpace Oblivion (2)(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, 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]
Oviya, Automech Artisan (3)(G) 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 PLAY botbox.dev	Pactdoll Terror (3)(B) Artifact Creature -- Toy Whenever this creature or another artifact you control enters, each opponent loses 1 life and you gain 1 life. [sideboard]	Pactdoll Terror (3)(B) Artifact Creature -- Toy Whenever this creature or another artifact you control enters, each opponent loses 1 life and you gain 1 life. [sideboard]	Pedal to the Metal (X)(R) Instant Target creature gets +X/+0 and gains first strike until end of turn. [sideboard]
3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flow Through ⑥ 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] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Point the Way ⑥ 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.) {3}{G}, Sacrifice this enchantment: Search your library for up to X basic land cards, where X is your speed. Put those cards onto the battlefield tapped, then shuffle. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Possession Engine ③④⑤ Artifact -- Vehicle When this Vehicle enters, gain control of target creature an opponent controls for as long as you control this Vehicle. That creature can't attack or block for as long as you control this Vehicle. Crew 3 [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pothole Mole ②⑥ 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 PLAYbotbox.dev
Pothole Mole ②⑥ 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 PLAYbotbox.dev	Prowcatcher Specialist ①④ 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 PLAYbotbox.dev	Push the Limit ⑤④④ 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] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ride's End ④④ Instant This spell costs {3} less to cast if it targets a tapped permanent. Exile target creature or Vehicle. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Riptide Gearhulk 1 W W U U Artifact Creature -- Construct Double strike Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) When this creature enters, for each opponent, put up to one target nonland permanent that player controls into its owner's library third from the top. [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roadside Blowout 2 U 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 PLAYbotbox.dev	Sabotage Strategist 2 U U 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 PLAYbotbox.dev	Sabotage Strategist 2 U U 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 PLAYbotbox.dev
Scoured Barrens Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {W} or {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

Slick Imitator 1 U Creature -- Ooze 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spectacular Pileup 3 W W Sorcery 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Streaking Oilgorger 4 B Creature -- Vampire 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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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
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	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	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

Playtest cards - naka_mura - 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 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	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	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	Zahur, Glory's Past W B Legendary Creature -- Zombie Cat 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.) Sacrifice another creature: Surveil 1. Activate only once each turn. Max speed -- Whenever a nontoken creature you control dies, create a tapped 2/2 black Zombie creature token. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
--	---	---	--

