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| <div> <b>Aatchik, Emerald Radian</b> <span>3</span><span>B</span><span>B</span><span>G</span> </div> <div>           Legendary Creature -- Insect Druid         </div> <div> <p>When Aatchik enters, create a 1/1 green Insect creature token for each artifact and/or creature card in your graveyard.</p> <p>Whenever another Insect you control dies, put a +1/+1 counter on Aatchik. Each opponent loses 1 life.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Adrenaline Jockey</b> <span>2</span><span>R</span> </div> <div>           Creature -- Minotaur Pilot         </div> <div> <p>Whenever a player casts a spell, if it's not their turn, this creature deals 4 damage to them.</p> <p>Whenever you activate an exhaust ability, put a +1/+1 counter on this creature.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                        | <div> <b>Afterburner Expert</b> <span>2</span><span>G</span> </div> <div>           Creature -- Goblin Artificer         </div> <div> <p>Exhaust -- {2}{G}{G}: Put two +1/+1 counters on this creature. (Activate each exhaust ability only once.)</p> <p>Whenever you activate an exhaust ability, return this card from your graveyard to the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Agonasaur Rex</b> <span>3</span><span>G</span><span>G</span> </div> <div>           Creature -- Dinosaur         </div> <div> <p>Trample</p> <p>Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.)</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                 |
| <div> <b>Ancient Vendetta</b> <span>3</span><span>B</span> </div> <div>           Sorcery         </div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                              | <div> <b>Autarch Mammoth</b> <span>4</span><span>G</span><span>G</span> </div> <div>           Creature -- Elephant Mount         </div> <div> <p>When this creature enters and whenever it attacks while saddled, create a 3/3 green Elephant creature token.</p> <p>Saddle 5 (Tap any number of other creatures you control with total power 5 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Avishkar Raceway</b> </div> <div>           Land         </div> <div> <p>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.)</p> <p>{T}: Add {C}.</p> <p>Max speed -- {3}, {T}, Discard a card: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                              | <div> <b>Basri, Tomorrow's Champion</b> <span>W</span> </div> <div>           Legendary Creature -- Human Knight         </div> <div> <p>{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.)</p> <p>Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)</p> <p>When you cycle this card, Cats you control gain hexproof and indestructible until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

Playtest cards - paka11 - 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 1/11 - 8 cards - 2.5 x 3.5 in each

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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Bestow Greatness</div> <div> <div>2</div> <div>G</div> </div> </div> <div>Instant</div> <div> <p>Target creature gets +4/+4 and gains trample until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                             | <div> <div>Bloodfell Caves</div> <div></div> </div> <div>Land</div> <div> <p>This land enters tapped. When this land enters, you gain 1 life.</p> <p>{T}: Add {B} or {R}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                        | <div> <div>Brightfield Glider</div> <div> <div>W</div> </div> </div> <div>Creature -- Possum Mount</div> <div> <p>Vigilance</p> <p>Whenever this creature attacks while saddled, it gets +1/+2 and gains flying until end of turn.</p> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Brightfield Mustang</div> <div> <div>3</div> <div>W</div> </div> </div> <div>Creature -- Horse Mount</div> <div> <p>Whenever this creature attacks while saddled, untap it and put a +1/+1 counter on it.</p> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Brightfield Mustang</div> <div> <div>3</div> <div>W</div> </div> </div> <div>Creature -- Horse Mount</div> <div> <p>Whenever this creature attacks while saddled, untap it and put a +1/+1 counter on it.</p> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Broadside Barrage</div> <div> <div>1</div> <div>U</div> <div>R</div> </div> </div> <div>Instant</div> <div> <p>Broadside Barrage deals 5 damage to target creature or planeswalker. Draw a card, then discard a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Broodheart Engine</div> <div> <div>B</div> <div>G</div> </div> </div> <div>Artifact</div> <div> <p>At the beginning of your upkeep, surveil 1.</p> <p>{2}{B}{G}, {T}, Sacrifice this artifact: Return target creature or Vehicle card from your graveyard to the battlefield. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                  | <div> <div>Burner Rocket</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Artifact -- Vehicle</div> <div> <p>Flash</p> <p>When this Vehicle enters, target creature you control gets +2/+0 and gains trample until end of turn.</p> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

③

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.)

2/2

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① W

Whenever this creature saddles a Mount or crews a Vehicle during your main phase, that Mount or Vehicle gains flying until end of turn.

3/1

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Ⓡ Ⓢ

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."

3/1

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③ ④

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

② ② W

{3}{W}: Put a +1/+1 counter on target Mount or Vehicle.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

{3}{W}: Put a +1/+1 counter on target Mount or Vehicle.

3/3

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This land enters tapped.  
When this land enters, you gain 1 life.  
{T}: Add {U} or {B}.

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®

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.

1/1

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

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.

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| <div> <b>Dynamite Diver</b> <span>(R)</span> </div> <div>           Creature -- Goblin Pilot         </div> <div> <p>This creature saddles Mounts and crews Vehicles as though its power were 2 greater.</p> <p>When this creature dies, it deals 1 damage to any target.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                    | <div> <b>Endrider Catalyzer</b> <span>(1)(R)</span> </div> <div>           Creature -- Human Warrior         </div> <div> <p>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.)</p> <p>Max speed -- {T}: Add {R}{R}.</p> <p>[sideboard]</p> </div> <div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Endrider Spikespitter</b> <span>(3)(R)</span> </div> <div>           Creature -- Human Mercenary         </div> <div> <p>Reach</p> <p>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.)</p> <p>Max speed -- At the beginning of your upkeep, exile the top card of your library. You may play that card this turn.</p> <p>[sideboard]</p> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Engine Rat</b> <span>(B)</span> </div> <div>           Creature -- Zombie Rat         </div> <div> <p>Deathtouch</p> <p>{5}{B}: Each opponent loses 2 life.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                            |
| <div> <b>Foul Roads</b> </div> <div>           Land         </div> <div> <p>This land enters tapped unless you control a Mount or Vehicle.</p> <p>{T}: Add {B}.</p> <p>{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."</p> <p>Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Gastal Blockbuster</b> <span>(2)(R)</span> </div> <div>           Creature -- Human Berserker         </div> <div> <p>When this creature enters, you may sacrifice a creature or Vehicle.</p> <p>When you do, destroy target artifact an opponent controls.</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                               | <div> <b>Gearseeker Serpent</b> <span>(5)(U)(U)</span> </div> <div>           Creature -- Serpent         </div> <div> <p>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)</p> <p>{5}{U}: This creature can't be blocked this turn.</p> <p>[sideboard]</p> </div> <div> <div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                               | <div> <b>Gilded Ghoda</b> <span>(1)(R)</span> </div> <div>           Creature -- Horse Mount         </div> <div> <p>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.")</p> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

Playtest cards - paka11 - Limited (Limited Super Qualifier)

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sheet 4/11 - 8 cards - 2.5 x 3.5 in each

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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Grim Bauble</div><div>B</div></div><div>Artifact</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Grim Bauble</div><div>B</div></div><div>Artifact</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Haunt the Network</div><div>3UB</div></div><div>Sorcery</div><div>Choose target opponent. Create two 1/1 colorless Thopter artifact creature tokens with flying. Then the chosen player loses X life and you gain X life, where X is the number of artifacts you control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Haunt the Network</div><div>3UB</div></div><div>Sorcery</div><div>Choose target opponent. Create two 1/1 colorless Thopter artifact creature tokens with flying. Then the chosen player loses X life and you gain X life, where X is the number of artifacts you control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Hazard of the Dunes</div><div>3G</div></div><div>Creature -- Wurm</div><div>Reach, trample<br/>Exhaust -- {6}{G}: Put three +1/+1 counters on this creature. (Activate each exhaust ability only once.)</div><div>[sideboard]</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    | <div><div><div>Hazard of the Dunes</div><div>3G</div></div><div>Creature -- Wurm</div><div>Reach, trample<br/>Exhaust -- {6}{G}: Put three +1/+1 counters on this creature. (Activate each exhaust ability only once.)</div><div>[sideboard]</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    | <div><div><div>Keen Buccaneer</div><div>2U</div></div><div>Creature -- Octopus Pirate</div><div>Vigilance<br/>Exhaust -- {1}{U}: Draw a card, then discard a card. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.)</div><div>[sideboard]</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        | <div><div><div>Lightshield Parry</div><div>W</div></div><div>Instant</div><div>Target creature gets +2/+2 until end of turn.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      |

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| <b>Lumbering Worldwagon</b> ②⑥<br><hr/> Artifact -- Vehicle<br><hr/> <p>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.</p> <p>Crew 4</p> <p>[sideboard]</p> <div>* / 4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Maximum Overdrive</b> ①B<br><hr/> Instant<br><hr/> <p>Put a +1/+1 counter on target creature. It gains deathtouch and indestructible until end of turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Midnight Mangler</b> ①U<br><hr/> Artifact -- Vehicle<br><hr/> <p>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.)</p> <p>[sideboard]</p> <div>3 / 3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Molt Tender</b> ⑥<br><hr/> Creature -- Insect Druid<br><hr/> <p>{T}: Mill a card. (Put the top card of your library into your graveyard.)</p> <p>{T}, Exile a card from your graveyard: Add one mana of any color.</p> <p>[sideboard]</p> <div>1 / 1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <b>Monument to Endurance</b> ③<br><hr/> Artifact<br><hr/> <p>Whenever you discard a card, choose one that hasn't been chosen this turn --</p> <ul style="list-style-type: none"> <li>* Draw a card.</li> <li>* Create a Treasure token.</li> <li>* Each opponent loses 3 life.</li> </ul> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                  | <b>Mountain</b><br><hr/> Basic Land -- Mountain<br><hr/> <p>({T}: Add {R}.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                | <b>Night Market</b><br><hr/> Land<br><hr/> <p>This land enters tapped. As it enters, choose a color.</p> <p>{T}: Add one mana of the chosen color.</p> <p>Cycling {3} ({3}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                        | <b>Pactdoll Terror</b> ③B<br><hr/> Artifact Creature -- Toy<br><hr/> <p>Whenever this creature or another artifact you control enters, each opponent loses 1 life and you gain 1 life.</p> <p>[sideboard]</p> <div>3 / 4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                |

Playtest cards - paka11 - Limited (Limited Super Qualifier)

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sheet 6/11 - 8 cards - 2.5 x 3.5 in each

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| <b>Pit Automaton</b> <span>(2)</span><br>Artifact Creature -- Construct<br><br>Defender<br>{T}: Add {C}{C}. Spend this mana only to activate abilities.<br>{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.<br><br>[sideboard]<br><br><div>0/4</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                      | <b>Plains</b><br>Basic Land -- Plains<br><br>({T}: Add {W}.)<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                             | <b>Plains</b><br>Basic Land -- Plains<br><br>({T}: Add {W}.)<br><br>[sideboard]<br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                              | <b>Pothole Mole</b> <span>(2)(G)</span><br>Creature -- Mole<br><br>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.)<br><br>[sideboard]<br><br><div>2/3</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev           |
| <b>Pride of the Road</b> <span>(3)(W)</span><br>Creature -- Zombie Cat Warrior<br><br>Vigilance<br>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.)<br>Max speed -- At the beginning of combat on your turn, target creature or Vehicle you control gains double strike until end of turn.<br><br>[sideboard]<br><br><div>2/5</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Prowcatcher Specialist</b> <span>(1)(R)</span><br>Creature -- Goblin Warrior<br><br>Haste<br>Exhaust -- {3}{R}: Put two +1/+1 counters on this creature. (Activate each exhaust ability only once.)<br><br>[sideboard]<br><br><div>2/1</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Rangers' Aetherhive</b> <span>(1)(G)(U)</span><br>Artifact -- Vehicle<br><br>Vigilance<br>Whenever you activate an exhaust ability, create a 1/1 colorless Thopter artifact creature token with flying.<br>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.)<br><br>[sideboard]<br><br><div>3/5</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Rangers' Refueler</b> <span>(1)(U)</span><br>Artifact -- Vehicle<br><br>Whenever you activate an exhaust ability, draw a card.<br>Exhaust -- {4}: This Vehicle becomes an artifact creature. Put a +1/+1 counter on it. (Activate each exhaust ability only once.)<br>Crew 2<br><br>[sideboard]<br><br><div>3/3</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

Playtest cards - paka11 - 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 7/11 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Reckless Velocitaur</div><div><div>3</div><div>R</div></div></div> <div><div>Creature -- Minotaur Pilot</div><div>Whenever this creature saddles a Mount or crews a Vehicle during your main phase, that Mount or Vehicle gets +2/+0 and gains trample until end of turn.</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Reef Roads</div><div></div></div> <div><div>Land</div><div>This land enters tapped unless you control a Mount or Vehicle.<br/>{T}: Add {U}.<br/>{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."<br/>Activate only as a sorcery.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Regal Imperiosaur</div><div><div>1</div><div>G</div><div>G</div></div></div> <div><div>Creature -- Dinosaur</div><div>Other Dinosaurs you control get +1/+1.</div><div>[sideboard]</div><div>5/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           | <div><div>Ride's End</div><div><div>4</div><div>W</div></div></div> <div><div>Instant</div><div>This spell costs {3} less to cast if it targets a tapped permanent.<br/>Exile target creature or Vehicle.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Run Over</div><div><div>1</div><div>G</div></div></div> <div><div>Instant</div><div>This spell costs {1} less to cast if it targets a Mount or Vehicle you control.<br/>Target creature you control deals damage equal to its power to target creature an opponent controls.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div>Run Over</div><div><div>1</div><div>G</div></div></div> <div><div>Instant</div><div>This spell costs {1} less to cast if it targets a Mount or Vehicle you control.<br/>Target creature you control deals damage equal to its power to target creature an opponent controls.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          | <div><div>Silken Strength</div><div><div>1</div><div>G</div></div></div> <div><div>Enchantment -- Aura</div><div>Flash<br/>Enchant creature or Vehicle<br/>When this Aura enters, untap enchanted permanent.<br/>Enchanted permanent gets +1/+2 and has reach.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Skycrash</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Destroy target artifact.<br/>Cycling {R} ({R}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             |

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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Skyseer's Chariot</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Artifact -- Vehicle</div> <div> <p>Flying</p> <p>As this Vehicle enters, choose a nonland card name.</p> <p>Activated abilities of sources with the chosen name cost {2} more to activate.</p> <p>Crew 2</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                       | <div> <div>Spectral Interference</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Counter target artifact or creature spell unless its controller pays {4}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                 | <div> <div>Spell Pierce</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                            | <div> <div>Spire Mechcycle</div> <div> <div>4</div> <div>R</div> </div> </div> <div>Artifact -- Vehicle</div> <div> <p>Haste</p> <p>Exhaust -- Tap another untapped Mount or Vehicle you control: This Vehicle becomes an artifact creature. Put a +1/+1 counter on it for each Mount and/or Vehicle you control other than this Vehicle. (Activate each exhaust ability only once.)</p> <p>Crew 2</p> <p>[sideboard]</p> </div> <div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Spotcycle Scouter</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Artifact -- Vehicle</div> <div> <p>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.)</p> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Stall Out</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>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.)</p> <p>Cycling {2} ({2}, Discard this card: Draw a card.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Starting Column</div> <div> <div>3</div> </div> </div> <div>Artifact</div> <div> <p>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.)</p> <p>{T}: Add one mana of any color. Max speed -- {T}, Sacrifice this artifact: Draw two cards, then discard a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Streaking Oilgorger</div> <div> <div>4</div> <div>B</div> </div> </div> <div>Creature -- Vampire</div> <div> <p>Flying, haste</p> <p>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.)</p> <p>Max speed -- This creature has lifelink.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                   |

Playtest cards - paka11 - Limited (Limited Super Qualifier)

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sheet 9/11 - 8 cards - 2.5 x 3.5 in each

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                        | <div>Swiftwing Assailant 3W</div> <div>Creature -- Bird Warrior</div> <div>Flying</div> <div>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.)</div> <div>Max speed -- This creature gets +0/+1 and has vigilance.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Syphon Fuel 4B</div> <div>Instant</div> <div>Target creature gets -6/-6 until end of turn. You gain 2 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                           | <div>The Speed Demon 3BB</div> <div>Legendary Creature -- Demon</div> <div>Flying, trample</div> <div>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.)</div> <div>At the beginning of your end step, you draw X cards and lose X life, where X is your speed.</div> <div>[sideboard]</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Veloheart Bike 2G</div> <div>Artifact -- Vehicle</div> <div>When this Vehicle enters, you gain 2 life.</div> <div>{T}: Add one mana of any color.</div> <div>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.)</div> <div>[sideboard]</div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Veloheart Bike 2G</div> <div>Artifact -- Vehicle</div> <div>When this Vehicle enters, you gain 2 life.</div> <div>{T}: Add one mana of any color.</div> <div>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.)</div> <div>[sideboard]</div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>       | <div>Veloheart Bike 2G</div> <div>Artifact -- Vehicle</div> <div>When this Vehicle enters, you gain 2 life.</div> <div>{T}: Add one mana of any color.</div> <div>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.)</div> <div>[sideboard]</div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Walking Sarcophagus 2</div> <div>Artifact Creature -- Zombie Cat</div> <div>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.)</div> <div>Max speed -- This creature gets +1/+2.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                           |

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| <b>Walking Sarcophagus</b> ②<br>Artifact Creature -- Zombie Cat<br>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.)<br>Max speed -- This creature gets +1/+2.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Webstrike Elite</b> ⑥⑥<br>Creature -- Insect Archer<br>Reach<br>Cycling {X}{G}{G} ({X}{G}{G}, Discard this card: Draw a card.)<br>When you cycle this card, destroy up to one target artifact or enchantment with mana value X.<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Wickerfolk Indomitable</b> ③③<br>Artifact Creature -- Scarecrow<br>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.<br>[sideboard]<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Wreck Remover</b> ④<br>Artifact Creature -- Construct<br>Whenever this creature enters or attacks, exile up to one target card from a graveyard. You gain 1 life.<br>Cycling {2} ({2}, Discard this card: Draw a card.)<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
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