

Agonasaur Rex 3 G 6 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 PLAYbotbox.dev	Back on Track 4 B 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beastrider Vanguard 1 G Creature -- Human Knight {4}{G}: Look at the top three cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in any order. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beastrider Vanguard 1 G Creature -- Human Knight {4}{G}: Look at the top three cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in any order. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Beastrider Vanguard 1 G Creature -- Human Knight {4}{G}: Look at the top three cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in any order. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boommobile 2 R 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	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

Caelorna, Coral Tyrant (1)(U) Legendary Creature -- Octopus [sideboard] 0/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caradora, Heart of Alacria (2)(G)(W) Legendary Creature -- Human Knight When Caradora enters, you may search your library for a Mount or Vehicle card, reveal it, put it into your hand, then shuffle. If one or more +1/+1 counters would be put on a creature or Vehicle you control, that many plus one +1/+1 counters are put on it instead. [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Carrion Cruiser (2)(B) Artifact -- Vehicle When this Vehicle enters, mill two cards. Then return a creature or Vehicle card from your graveyard to your hand. (To mill two cards, put the top two cards of your library into your graveyard.) 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] 3/2 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
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	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	Dismal Backwater Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {U} or {B}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Elvish Refueler (2)(G) Creature -- Elf Druid During your turn, as long as you haven't activated an exhaust ability this turn, you may activate exhaust abilities as though they haven't been activated. Exhaust -- {1}{G}: 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
Endrider Spikespitter (3)(R) Creature -- Human Mercenary 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. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fuel the Flames (2)(R) Instant Fuel the Flames deals 2 damage to each creature. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Full Throttle (4)(R)(R) Sorcery After this main phase, there are two additional combat phases. At the beginning of each combat this turn, untap all creatures that attacked this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gastal Blockbuster (2)(R) Creature -- Human Berserker When this creature enters, you may sacrifice a creature or Vehicle. When you do, destroy target artifact an opponent controls. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gastal Blockbuster 2R Creature -- Human Berserker When this creature enters, you may sacrifice a creature or Vehicle. When you do, destroy target artifact an opponent controls. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gastal Raider 2B Creature -- Vampire Rogue 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. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gearseeker Serpent 5UU Creature -- Serpent Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) {5}{U}: This creature can't be blocked this turn. [sideboard] 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glitch Ghost Surveyor 2U Creature -- Spirit Scout 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 -- {3}, Exile this card from your graveyard: Draw a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grim Javelineer 2B 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 PLAYbotbox.dev	Grim Javelineer 2B 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 PLAYbotbox.dev	Guidelight Optimizer 1U 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 PLAYbotbox.dev

Playtest cards - sgkj0429 - 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 4/11 - 8 cards - 2.5 x 3.5 in each

Hazard of the Dunes 3 6 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 6 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	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
Island Basic Land -- Island {T}: Add {U}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 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	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

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sheet 5/11 - 8 cards - 2.5 x 3.5 in each

3 G

When this creature enters, mill two cards, then put a +1/+1 counter on this creature for each artifact and/or creature card in your graveyard. (To mill two cards, put the top two cards of your library into your graveyard.)

2/2

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3 B

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

3/4

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②

Defender
 {T}: Add {C}{C}. Spend this mana only to activate abilities.
 {2}, {T}: When you next activate an exhaust ability that isn't a mana ability this turn, copy it. You may choose new targets for the copy.

0/4

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②⑥

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.)

2/3

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① R

Haste
Exhaust -- {3}{R}: Put two +1/+1
counters on this creature. (Activate
each exhaust ability only once.)

2/1

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4 B

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 end step, create a 2/2 black Zombie creature token.

5/4

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Road Rage deals X damage to target creature or planeswalker, where X is 2 plus the number of Mounts and Vehicles you control.

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RG

Whenever this Vehicle attacks, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Exhaust -- {3}: This Vehicle becomes an artifact creature. Put a +1/+1 counter on it. (Activate each exhaust ability only once.)

Crew 1

3/2

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Stock Up 2 U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}): Add {B}.) [sideboard] 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	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	Terrian, World Tyrant 2 G G G Legendary Creature -- Dinosaur Ooze [sideboard] 9/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Last Ride B Legendary Artifact -- Vehicle The Last Ride gets -X/-X, where X is your life total. {2}{B}, Pay 2 life: Draw a card. Crew 2 [sideboard] 13/13 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thunderhead Gunner 4 R 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 PLAYbotbox.dev

Thunderhead Gunner 4 R 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	Thunderous Velocipede 1 G G Artifact -- Vehicle Trample Each other Vehicle and creature you control enters with an additional +1/+1 counter on it if its mana value is 4 or less. Otherwise, it enters with three additional +1/+1 counters on it. Crew 3 [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev
Tune Up 3 W Sorcery Return target artifact card from your graveyard to the battlefield. If it's a Vehicle, it becomes an artifact creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veloheart Bike 2 G Artifact -- Vehicle When this Vehicle enters, you gain 2 life. {T}: Add one mana of any color. Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.) [sideboard] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

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	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	Wind-Scarred Crag Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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