

Ancient Vendetta

Sorcery

Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles.

[sideboard]

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Beastrider Vanguard ①⑥

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.

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[sidebar]
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2/2

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Beastrider Vanguard ①⑥

Creature -- Human Knight

{4}{6}: 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.

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[sidebar]
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2/2

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Beastrider Vanguard ①⑥

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2/2

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Bestow Greatness (2)(G)

Instant

Target creature gets +4/+4 and gains trample until end of turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bestow Greatness (2)(G)

Instant

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[sidebar]

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Bounce off (U)

Instant

Return target creature or Vehicle to its owner's hand.

[sidebar]

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Brightfield Glider

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

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W

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.)

1/1

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③ ④ W

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.)

3/3

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① ②

[sidebar]

0/8

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4 W W

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.)

6/6

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4 G

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.)

7/6

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3 G

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.

2/4

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②③

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

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Gloryheath Lynx (1)(W) Creature -- Cat Mount Lifelink Whenever this creature attacks while saddled, search your library for a basic Plains card, reveal it, put it into your hand, then shuffle. 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] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greenbelt Guardian (1)(G) Creature -- Elf Ranger {G}: Target creature gains trample until end of turn. Exhaust -- {3}{G}: Put three +1/+1 counters on this creature. (Activate each exhaust ability only once.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	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
Lagorin, Soul of Alacria (G)(W) Legendary Creature -- Beast Mount Flying Whenever Lagorin attacks while saddled, put a +1/+1 counter on each of up to two target Mounts and/or Vehicles. 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] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leonin Surveyor (1)(W) Creature -- Cat Scout Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) During your turn, this creature has first strike. Max speed -- {3}, Exile this card from your graveyard: Draw a card. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightshield Parry (W) Instant Target creature gets +2/+2 until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightshield Parry (W) Instant Target creature gets +2/+2 until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Loxodon Surveyor 2 6 Creature -- Elephant Scout Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) Max speed -- {3}, Exile this card from your graveyard: Draw a card. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAY botbox.dev	Ooze Patrol 3 6 Creature -- Ooze 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.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rangers' Aetherhive 1 6 U Artifact -- Vehicle Vigilance Whenever you activate an exhaust ability, 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] 3/5 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	Run Over 1 6 Instant This spell costs {1} less to cast if it targets a Mount or Vehicle you control. Target creature you control deals damage equal to its power to target creature an opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Run Over 1 6 Instant This spell costs {1} less to cast if it targets a Mount or Vehicle you control. Target creature you control deals damage equal to its power to target creature an opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silken Strength 1 6 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

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	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	Skybox Ferry (5) Artifact -- Vehicle Flying 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.) Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stampeding Scurryfoot (G) Creature -- Mouse Exhaust -- {3}{G}: Put a +1/+1 counter on this creature. Create a 3/3 green Elephant creature token. (Activate each exhaust ability only once.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swiftwing Assailant (3)(W) Creature -- Bird Warrior Flying Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) Max speed -- This creature gets +0/+1 and has vigilance. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swiftwing Assailant (3)(W) Creature -- Bird Warrior Flying Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) Max speed -- This creature gets +0/+1 and has vigilance. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terrian, World Tyrant (2GGG)

Legendary Creature -- Dinosaur Ooze

[sideboard]

9/7

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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]

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