

Aetherjacket 3 Artifact Creature -- Thopter Flying, vigilance {2}, {T}, Sacrifice this creature: Destroy another target artifact. Activate only as a sorcery. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Avishkar Raceway Land Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) {T}: Add {C}. Max speed -- {3}, {T}, Discard a card: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Back on Track 4B Sorcery Return target creature or Vehicle card from your graveyard to the battlefield. Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodfell Caves Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Boosted Sloop 1UR Artifact -- Vehicle Menace Whenever you attack, draw a card, then discard a card. 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] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bounce Off U Instant Return target creature or Vehicle to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brightfield Mustang 3W 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	Broken Wings 2G Instant Destroy target artifact, enchantment, or creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Burner Rocket 1R 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	Carrion Cruiser 2B 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 PLAYbotbox.dev	Chitin Gravestalker 5B 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 PLAYbotbox.dev	Cloudspire Skycycle 2RW Artifact -- Vehicle Flying When this Vehicle enters, distribute two +1/+1 counters among one or two other target Vehicles and/or creatures you control. Crew 1 [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Collision Course 1W 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 PLAYbotbox.dev	Daring Mechanic 2W Creature -- Human Artificer {3}{W}: Put a +1/+1 counter on target Mount or Vehicle. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deathless Pilot 1B Creature -- Zombie Pilot This creature saddles Mounts and crews Vehicles as though its power were 2 greater. {3}{B}: Return this card from your graveyard to your hand. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Earthrumbler 4G Artifact -- Vehicle Vigilance, trample Exile an artifact or creature card from your graveyard: This Vehicle becomes an artifact creature until end of turn. Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.) [sideboard] 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Earthrumbler (4)(G) Artifact -- Vehicle Vigilance, trample Exile an artifact or creature card from your graveyard: This Vehicle becomes an artifact creature until end of turn. Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.) [sideboard] 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAY botbox.dev	Endrider Catalyzer (1)(R) Creature -- Human Warrior Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) Max speed -- {T}: Add {R}{R}. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Endrider Catalyzer (1)(R) Creature -- Human Warrior Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) Max speed -- {T}: Add {R}{R}. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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] 3/4 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	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] 3/4 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] 3/4 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 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Haunt the Network 3UB Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hour of Victory 2B 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 PLAYbotbox.dev	Howler's Heavy 3U 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 PLAYbotbox.dev	Hulldrifter 3UU 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	Intimidation Tactics B Sorcery Target opponent reveals their hand. You choose an artifact or creature card from it. Exile that card. Cycling {3} ({3}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ketramose, the New Dawn 1 W B Legendary Creature -- God Menace, lifelink, indestructible Ketramose can't attack or block unless there are seven or more cards in exile. Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Locust Spray B Instant Target creature gets -1/-1 until end of turn. Cycling {B} ({B}, Discard this card: Draw a card.) [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

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 PLAY botbox.dev	Magmakin Artillerist 2 R Creature -- Elemental Pirate Whenever you discard one or more cards, this creature deals that much damage to each opponent. Cycling {1}{R} ({1}{R}, Discard this card: Draw a card.) When you cycle this card, it deals 1 damage to each opponent. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Mindspring Merfolk U Creature -- Merfolk Wizard Exhaust -- {X}{U}{U}, {T}: Draw X cards. Put a +1/+1 counter on each Merfolk creature you control. (Activate each exhaust ability only once.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Molt Tender G Creature -- Insect Druid {T}: Mill a card. (Put the top card of your library into your graveyard.) {T}, Exile a card from your graveyard: Add one mana of any color. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Momentum Breaker 1 B 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, each opponent sacrifices a creature or Vehicle of their choice. Each opponent who can't discards a card. {2}, Sacrifice this enchantment: You gain life equal to your speed. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monument to Endurance 3 Artifact Whenever you discard a card, choose one that hasn't been chosen this turn -- * Draw a card. * Create a Treasure token. * Each opponent loses 3 life. [sideboard] 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] 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] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nimble Thopterist (3)(U) Creature -- Vedalken Artificer When this creature enters, create a 1/1 colorless Thopter artifact creature token with flying. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nimble Thopterist (3)(U) Creature -- Vedalken Artificer When this creature enters, create a 1/1 colorless Thopter artifact creature token with flying. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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] 3/4 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] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}.) [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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}{6}, 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] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prowcatcher Specialist 1 R Creature -- Goblin Warrior Haste Exhaust -- {3}{R}: Put two +1/+1 counters on this creature. (Activate each exhaust ability only once.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Repurposing Bay 2 U Artifact {2}, {T}, Sacrifice another artifact: Search your library for an artifact card with mana value equal to 1 plus the sacrificed artifact's mana value, put that card onto the battlefield, then shuffle. Activate only as a sorcery. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rocketeer Boostbuggy R 6 Artifact -- Vehicle 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 [sideboard] 3/2 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] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shefet Archfiend 5 B B Creature -- Demon Flying When this creature enters, all other creatures get -2/-2 until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 5/5 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	Spikeshell Harrier 4U Artifact Creature -- Robot Turtle When this creature enters, return target creature or Vehicle an opponent controls to its owner's hand. If that opponent's speed is greater than each other player's speed, reduce that opponent's speed by 1. This effect can't reduce their speed below 1. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spin Out 1BB Instant Destroy target creature or Vehicle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spin Out 1BB Instant Destroy target creature or Vehicle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spire Mechcycle 4R Artifact -- Vehicle Haste 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.) Crew 2 [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spotcycle Scouter 1W Artifact -- Vehicle 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.) 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	Stall Out 1U Sorcery 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.) Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 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

Stampeding Scurryfoot ⑥ 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	Stampeding Scurryfoot ⑥ 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	Sunbellow Verge Land {T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sundial, Dawn Tyrant ①W Legendary Artifact Creature -- Construct [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	Swiftwater Cliffs Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {U} or {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thornwood Falls Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {U}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thunderhead Gunner ④R Creature -- Shark Pirate Reach Discard a card: Draw a card. Activate only as a sorcery and only once each turn. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ItsMagicJuan - 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

Trade the Helm 4U Sorcery Exchange control of target artifact or creature you control and target artifact or creature an opponent controls. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Transit Mage 2U Creature -- Human Wizard When this creature enters, you may search your library for an artifact card with mana value 4 or 5, reveal it, put it into your hand, then shuffle. [sideboard] 2/2PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Transit Mage 2U Creature -- Human Wizard When this creature enters, you may search your library for an artifact card with mana value 4 or 5, reveal it, put it into your hand, then shuffle. [sideboard] 2/2PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Veteran Beastrider 1GW 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] 3/4PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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