

Air Response Unit (2)(W) Artifact -- Vehicle Flying, vigilance 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 PLAY botbox.dev	Apocalypse Runner (2)(B)(R) Artifact -- Vehicle {T}: Target creature you control with power 2 or less gains lifelink until end of turn and can't be blocked this turn. Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.) [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Autarch Mammoth (4)(G)(G) Creature -- Elephant Mount When this creature enters and whenever it attacks while saddled, create a 3/3 green Elephant creature token. 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.) [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Brightfield Mustang (3)(W) Creature -- Horse Mount Whenever this creature attacks while saddled, untap it and put a +1/+1 counter on it. Saddle 1 (Tap any number of other creatures you control with total power 1 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Broken Wings (2)(G) Instant Destroy target artifact, enchantment, or creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Broodheart Engine (B)(G) Artifact At the beginning of your upkeep, surveil 1. {2}{B}{G}, {T}, Sacrifice this artifact: Return target creature or Vehicle card from your graveyard to the battlefield. Activate only as a sorcery. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Burnout Bashtronaut (R) Creature -- Goblin Warrior Menace 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.) {2}: This creature gets +1/+0 until end of turn. Max speed -- This creature has double strike. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chitin Gravestalker (5)(B) Creature -- Insect Warrior This spell costs {1} less to cast for each artifact and/or creature card in your graveyard. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clamorous Ironclad (3)(R) Artifact -- Vehicle Menace (This creature can't be blocked except by two or more creatures.) 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 {R} ({R}, Discard this card: Draw a card.) [sideboard] 6/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Clamorous Ironclad (3)(R) Artifact -- Vehicle Menace (This creature can't be blocked except by two or more creatures.) 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 {R} ({R}, Discard this card: Draw a card.) [sideboard] 6/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clamorous Ironclad (3)(R) Artifact -- Vehicle Menace (This creature can't be blocked except by two or more creatures.) 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 {R} ({R}, Discard this card: Draw a card.) [sideboard] 6/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collision Course (1)(W) Sorcery Choose one -- * Collision Course deals X damage to target creature, where X is the number of permanents you control that are creatures and/or Vehicles. * Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Count on Luck (R)(R)(R) Enchantment At the beginning of your upkeep, exile the top card of your library. You may play that card this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X) (W) (B)

When this Vehicle enters, return target artifact or creature card with mana value X or less from your graveyard to the battlefield. Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.)

3/3

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① ② R

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}.

3/1

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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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④ R R

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.

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②⑧

When this creature enters, you may sacrifice a creature or Vehicle. When you do, destroy target artifact an opponent controls.

3/2

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(B)(R)

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, it deals 1 damage to target opponent and you gain 1 life.

Max speed -- This creature has deathtouch and haste.

2/3

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①②

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.)

2/3

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Goblin Surveyor (2)(R) Creature -- Goblin Scout Trample 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] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grim Bauble (B) Artifact When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn. {2}{B}, {T}, Sacrifice this artifact: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grim Bauble (B) Artifact When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn. {2}{B}, {T}, Sacrifice this artifact: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grim Javelineer (2)(B) 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 PLAY botbox.dev
Grim Javelineer (2)(B) 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 PLAY botbox.dev	Guidelight Optimizer (1)(U) 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 PLAY botbox.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 PLAY botbox.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 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	Lifecraft Engine 3 Artifact -- Vehicle As this Vehicle enters, choose a creature type. Vehicle creatures you control are the chosen creature type in addition to their other types. Each creature you control of the chosen type other than this Vehicle gets +1/+1. Crew 3 [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marketback Walker X X Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. When this creature dies, draw a card for each +1/+1 counter on it. [sideboard] 0/0 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
Migrating Ketraddon 4 G G Creature -- Dinosaur Reach When this creature enters, you gain 4 life. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mutant Surveyor 2 B Creature -- Mutant 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.) {2}: This creature gets +1/+1 until end of turn. Max speed -- {3}, Exile this card from your graveyard: Draw a card. [sideboard] 2/3 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

Playtest cards - Thunus - 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 6/11 - 8 cards - 2.5 x 3.5 in each

Pacesetter Paragon 2R Creature -- Human Pilot Exhaust -- {2}{R}: Put a +1/+1 counter on this creature. It gains double strike until end of turn. (Activate each exhaust ability only once.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pactdoll Terror 3B 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 PLAYbotbox.dev	Pedal to the Metal XR Instant Target creature gets +X/+0 and gains first strike until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pedal to the Metal XR Instant Target creature gets +X/+0 and gains first strike until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pothole Mole 2G Creature -- Mole When this creature enters, mill three cards, then you may return a land card from your graveyard to your hand. (To mill three cards, put the top three cards of your library into your graveyard.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ② 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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2 G

Return up to one target creature card, up to one target Mount card, up to one target Vehicle card, and up to one target creature card with no abilities from your graveyard to your hand.

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2 G

Return up to one target creature card, up to one target Mount card, up to one target Vehicle card, and up to one target creature card with no abilities from your graveyard to your hand.

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② ③

This spell costs {2} less to cast if it targets a permanent with mana value 1.
Return target creature or Vehicle an opponent controls to its owner's hand.
Draw a card.

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③

Double strike
Equipped creature has double strike.
Equip {4}
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. Creatures can't be attached to other permanents.)

2/2

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

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

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① ②

Flash
Enchant creature or Vehicle
When this Aura enters, untap
enchanted permanent.
Enchanted permanent gets +1/+2 and
has reach.

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

5

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.)

4/4

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① ② R

Destroy target artifact.
Cycling {R} ({R}, Discard this card:
Draw a card.)

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①②

Flying
Exhaust -- {4}{U}: Put two +1/+1
counters on this creature. (Activate
each exhaust ability only once.)

1/3

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① ②

Counter target artifact or creature
spell unless its controller pays
{4}.

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① ②

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.)

1/1

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G

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Exhaust -- {3}{6}: Put a +1/+1 counter on this creature. Create a 3/3 green Elephant creature token. (Activate each exhaust ability only once.)

1/1

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

Venomsac Lagac 1 6 Creature -- Lizard Mount Deathtouch Whenever this creature attacks while saddled, it gets +0/+3 until end of turn. Saddle 2 (Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYbotbox.dev	Winter, Cursed Rider U B Legendary Creature -- Human Warlock Ward--Pay 2 life. Artifacts you control have "Ward--Pay 2 life." Exhaust -- {2}{U}{B}, {T}, Exile X artifact cards from your graveyard: Each other nonartifact creature gets -X/-X until end of turn. (Activate each exhaust ability only once.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wreckage Wickerfolk 1 B Artifact Creature -- Scarecrow Flying When this creature enters, 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] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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