

③

Flying, vigilance
{2}, {T}, Sacrifice this creature:
Destroy another target artifact.
Activate only as a sorcery.

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

Flying, vigilance
{2}, {T}, Sacrifice this creature:
Destroy another target artifact.
Activate only as a sorcery.

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

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}, {T}: Draw a card.
Max speed -- Whenever you draw a card, each opponent mills two cards. (Each opponent puts the top two cards of their library into their graveyard.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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.)

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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.)

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

① R

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.)

[sidebar]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

2 G W

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 hotbox.dev

Chandra, Spark Hunter (3)(R) Legendary Planeswalker -- Chandra At the beginning of combat on your turn, choose up to one target Vehicle you control. Until end of turn, it becomes an artifact creature and gains haste. [+2]: You may sacrifice an artifact or discard a card. If you do, draw a card. [0]: Create a 3/2 colorless Vehicle artifact token with crew 1. [-7]: You get an emblem with "Whenever an artifact you control enters, this emblem deals 3 damage to any target." [sideboard] L 4 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	Coalstoke Gearhulk (1)(B)(B)(R)(R) Artifact Creature -- Construct Menace, deathtouch When this creature enters, put target creature card with mana value 4 or less from a graveyard onto the battlefield under your control with a finality counter on it. That creature gains menace, deathtouch, and haste. At the beginning of your next end step, exile that creature. [sideboard] 5/4 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
Daretti, Rocketeer Engineer (4)(R) Legendary Creature -- Goblin Artificer Daretti's power is equal to the greatest mana value among artifacts you control. Whenever Daretti enters or attacks, choose target artifact card in your graveyard. You may sacrifice an artifact. If you do, return the chosen card to the battlefield. [sideboard] */5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daring Mechanic (2)(W) Creature -- Human Artificer {3}{W}: Put a +1/+1 counter on target Mount or Vehicle. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Debris Beetle (2)(B)(G) Artifact -- Vehicle Trample When this Vehicle enters, each opponent loses 3 life and you gain 3 life. Crew 2 [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defend the Rider (G) Instant Choose one -- * Target permanent you control gains hexproof and indestructible until end of turn. * 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

Playtest cards - yolad - 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 2/11 - 8 cards - 2.5 x 3.5 in each

Dismal Backwater Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {U} or {B}. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Diversion Unit 1 U Artifact Creature -- Robot Flying {U}, Sacrifice this creature: Counter target instant or sorcery spell unless its controller pays {3}. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dredger's Insight 1 G Enchantment Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life. When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.) [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
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	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] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Foul Roads Land This land enters tapped unless you control a Mount or Vehicle. {T}: Add {B}. {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." Activate only as a sorcery. [sideboard] 3/2 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 Thrillseeker (B)(R) Creature -- Lizard Berserker 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. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	Greasewrench Goblin (R) Creature -- Goblin Artificer Exhaust -- {2}{R}: Discard up to two cards, then draw that many cards. Put a +1/+1 counter on this creature. (Activate each exhaust ability only once.) [sideboard] 2/1 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
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] 2/1 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	Guidelight Synergist (3)(W) Artifact Creature -- Robot Artificer Flying This creature gets +1/+0 for each artifact you control. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guidelight Synergist (3)(W) Artifact Creature -- Robot Artificer Flying This creature gets +1/+0 for each artifact you control. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - yolad - 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)(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	Hellish Sideswipe (B) Sorcery As an additional cost to cast this spell, sacrifice an artifact or creature. Destroy target creature or Vehicle. If the sacrificed permanent was a Vehicle, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Howlsquad Heavy (2)(R) Creature -- Goblin Mercenary Start your engines! Other Goblins you control have haste. At the beginning of combat on your turn, create a 1/1 red Goblin creature token. That token attacks this combat if able. Max speed -- {T}: Add {R} for each Goblin you control. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lightning Strike (1)(R) Instant Lightning Strike deals 3 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightwheel Enhancements (W) Enchantment -- Aura Enchant creature or Vehicle 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.) Enchanted permanent gets +1/+1 and has vigilance. Max speed -- You may cast this card from your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lumbering Worldwagon (2)(G) Artifact -- Vehicle 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. Crew 4 [sideboard] */4 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

Marshals' Pathcruiser (3) Artifact -- Vehicle When this Vehicle enters, search your library for a basic land card, reveal it, put it into your hand, then shuffle. Exhaust -- {W}{U}{B}{R}{G}: This Vehicle becomes an artifact creature. Put two +1/+1 counters on it. (Activate each exhaust ability only once.) Crew 5 [sideboard] 6/5 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	Midnight Mangler (1)(U) Artifact -- Vehicle 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.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Midnight Mangler (1)(U) Artifact -- Vehicle 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.) [sideboard] 3/3 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	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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pedal to the Metal (X)(R) Instant Target creature gets +X/+0 and gains first strike until end of turn. [sideboard] 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

Quag Feast 1 B Sorcery Choose target creature, planeswalker, or Vehicle. Mill two cards, then destroy the chosen permanent if its mana value is less than or equal to the number of cards in your graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Racers' Scoreboard 4 Artifact 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 artifact enters, draw two cards, then discard a card. Max speed -- Spells you cast cost {1} less to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reef Roads Land This land enters tapped unless you control a Mount or Vehicle. {T}: Add {U}. {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." Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Risky Shortcut 2 B Sorcery Draw two cards. Each player loses 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Risky Shortcut 2 B Sorcery Draw two cards. Each player loses 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Roadside Blowout 2 U Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rover Blades 3 Artifact -- Equipment Vehicle 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rugged Highlands Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {G}. [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	Sabotage Strategist 2 U U Creature -- Vedalken Ranger Flying, vigilance Whenever one or more creatures attack you, those creatures get -1/-0 until end of turn. Exhaust -- {5}{U}{U}: 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	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
Skyseer's Chariot 1 W Artifact -- Vehicle Flying As this Vehicle enters, choose a nonland card name. Activated abilities of sources with the chosen name cost {2} more to activate. Crew 2 [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skystreak Engineer 1 U Creature -- Human Pilot Flying Exhaust -- {4}{U}: Put two +1/+1 counters on this creature. (Activate each exhaust ability only once.) [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectral Interference 1 U Instant Counter target artifact or creature spell unless its controller pays {4}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectral Interference 1 U Instant Counter target artifact or creature spell unless its controller pays {4}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spin Out 1 B B Instant Destroy target creature or Vehicle. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spire Mechcycle 4 R 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 PLAYbotbox.dev	Stall Out 1 U 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] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Column 3 Artifact 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 one mana of any color. Max speed -- {T}, Sacrifice this artifact: Draw two cards, then discard a card. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}.) [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}.) [sideboard] 5/4 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	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] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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] 4/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

① ②

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.)

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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.

[sidebar]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

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.

[sidebar]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

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.)

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev