

<div><div><div>Bag of Holding</div><div>①</div></div><div>Artifact</div><div>Whenever you discard a card, exile that card from your graveyard. {2}, {T}: Draw a card, then discard a card. {4}, {T}, Sacrifice this artifact: Return all cards exiled with this artifact to their owner's hand.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Bag of Holding</div><div>①</div></div><div>Artifact</div><div>Whenever you discard a card, exile that card from your graveyard. {2}, {T}: Draw a card, then discard a card. {4}, {T}, Sacrifice this artifact: Return all cards exiled with this artifact to their owner's hand.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Clearwater Pathway</div></div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div><div>Clearwater Pathway</div></div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Clearwater Pathway</div></div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div><div>Clearwater Pathway</div></div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div>Hall of Storm Giants</div> <div>Land</div> <p>If you control two or more other lands, this land enters tapped. {T}: Add {U}. {5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Hall of Storm Giants</div> <div>Land</div> <p>If you control two or more other lands, this land enters tapped. {T}: Add {U}. {5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Island</div> <div>Basic Land -- Island</div> <p>({T}: Add {U}.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Mirrex</div> <div>Land -- Sphere</div> <p>{T}: Add {C}. {T}: Add one mana of any color. Activate only if this land entered this turn. {3}, {T}: Create a 1/1 colorless Phyrexian Mite artifact creature token with toxic 1 and "This token can't block." (Players dealt combat damage by it also get a poison counter.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Mirrorshell Crab</div> <div>Artifact Creature -- Crab</div> <p>Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.</p> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Mirrorshell Crab</div> <div>Artifact Creature -- Crab</div> <p>Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.</p> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Mirrorshell Crab</div> <div>Artifact Creature -- Crab</div> <p>Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.</p> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Omen Hawker</div> <div>Creature -- Octopus Advisor</div> <p>{T}: Add {C}{U}. Spend this mana only to activate abilities.</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div>Omen Hawker</div> <div> <div>U</div> </div> <div>Creature -- Octopus Advisor</div> <div>{T}: Add {C}{U}. Spend this mana only to activate abilities.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Omen Hawker</div> <div> <div>U</div> </div> <div>Creature -- Octopus Advisor</div> <div>{T}: Add {C}{U}. Spend this mana only to activate abilities.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Omen Hawker</div> <div> <div>U</div> </div> <div>Creature -- Octopus Advisor</div> <div>{T}: Add {C}{U}. Spend this mana only to activate abilities.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Otawara, Soaring City</div> <div> <div></div> </div> <div>Legendary Land</div> <div>{T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Pack Rat</div> <div> <div>1B</div> </div> <div>Creature -- Rat</div> <div>Pack Rat's power and toughness are each equal to the number of Rats you control. {2}{B}, Discard a card: Create a token that's a copy of this creature.</div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Pack Rat</div> <div> <div>1B</div> </div> <div>Creature -- Rat</div> <div>Pack Rat's power and toughness are each equal to the number of Rats you control. {2}{B}, Discard a card: Create a token that's a copy of this creature.</div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Pack Rat</div> <div> <div>1B</div> </div> <div>Creature -- Rat</div> <div>Pack Rat's power and toughness are each equal to the number of Rats you control. {2}{B}, Discard a card: Create a token that's a copy of this creature.</div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Pack Rat</div> <div> <div>1B</div> </div> <div>Creature -- Rat</div> <div>Pack Rat's power and toughness are each equal to the number of Rats you control. {2}{B}, Discard a card: Create a token that's a copy of this creature.</div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Reckoner Bankbuster ② Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckoner Bankbuster ② Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckoner Bankbuster ② Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reckoner Bankbuster ② Artifact -- Vehicle This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Shark Typhoon ⑤ ① Enchantment Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling {X}{1}{U} ({X}{1}{U}), Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shark Typhoon ⑤ ① Enchantment Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling {X}{1}{U} ({X}{1}{U}), Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shark Typhoon ⑤ ① Enchantment Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling {X}{1}{U} ({X}{1}{U}), Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shark Typhoon ⑤ ① Enchantment Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value. Cycling {X}{1}{U} ({X}{1}{U}), Discard this card: Draw a card.) When you cycle this card, create an X/X blue Shark creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - CuteChandra19 - Pioneer (Pioneer Challenge 32)

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 5/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Sheoldred, the Apocalypse</div><div>2BB</div></div><div>Legendary Creature -- Phyrexian Praetor</div><div>Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Sheoldred, the Apocalypse</div><div>2BB</div></div><div>Legendary Creature -- Phyrexian Praetor</div><div>Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Spell Pierce</div><div>U</div></div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Spell Pierce</div><div>U</div></div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>The Enigma Jewel</div><div>U</div></div> <div>Legendary Artifact</div> <div>The Enigma Jewel enters tapped. {T}: Add {C}{C}. Spend this mana only to activate abilities. Craft with four or more nonlands with activated abilities {8}{U} ({8}{U}), Exile this artifact, Exile the four or more from among other permanents you control and/or cards in your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)</div> <div>----- BACK FACE -----</div> <div><div>Locus of Enlightenment</div></div> <div>Legendary Artifact</div> <div>Locus of Enlightenment has each activated ability of the exiled cards used to craft it. You may activate each of those abilities only once each turn. Whenever you activate an ability that isn't a mana ability, copy it. You may choose new targets for the copy.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>The Enigma Jewel</div><div>U</div></div> <div>Legendary Artifact</div> <div>The Enigma Jewel enters tapped. {T}: Add {C}{C}. Spend this mana only to activate abilities. Craft with four or more nonlands with activated abilities {8}{U} ({8}{U}), Exile this artifact, Exile the four or more from among other permanents you control and/or cards in your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)</div> <div>----- BACK FACE -----</div> <div><div>Locus of Enlightenment</div></div> <div>Legendary Artifact</div> <div>Locus of Enlightenment has each activated ability of the exiled cards used to craft it. You may activate each of those abilities only once each turn. Whenever you activate an ability that isn't a mana ability, copy it. You may choose new targets for the copy.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>The Enigma Jewel</div><div>U</div></div> <div>Legendary Artifact</div> <div>The Enigma Jewel enters tapped. {T}: Add {C}{C}. Spend this mana only to activate abilities. Craft with four or more nonlands with activated abilities {8}{U} ({8}{U}), Exile this artifact, Exile the four or more from among other permanents you control and/or cards in your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)</div> <div>----- BACK FACE -----</div> <div><div>Locus of Enlightenment</div></div> <div>Legendary Artifact</div> <div>Locus of Enlightenment has each activated ability of the exiled cards used to craft it. You may activate each of those abilities only once each turn. Whenever you activate an ability that isn't a mana ability, copy it. You may choose new targets for the copy.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>The Enigma Jewel</div><div>U</div></div> <div>Legendary Artifact</div> <div>The Enigma Jewel enters tapped. {T}: Add {C}{C}. Spend this mana only to activate abilities. Craft with four or more nonlands with activated abilities {8}{U} ({8}{U}), Exile this artifact, Exile the four or more from among other permanents you control and/or cards in your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)</div> <div>----- BACK FACE -----</div> <div><div>Locus of Enlightenment</div></div> <div>Legendary Artifact</div> <div>Locus of Enlightenment has each activated ability of the exiled cards used to craft it. You may activate each of those abilities only once each turn. Whenever you activate an ability that isn't a mana ability, copy it. You may choose new targets for the copy.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Underground River</div></div> <div>Land</div> <div>{T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Underground River</div></div> <div>Land</div> <div>{T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Underground River</div></div> <div>Land</div> <div>{T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Urborg, Tomb of Yawgmoth</div></div> <div>Legendary Land</div> <div>Each land is a Swamp in addition to its other land types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Bloodchief's Thirst</div><div>Sorcery</div><div>Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.) Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Bloodchief's Thirst</div><div>Sorcery</div><div>Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.) Destroy target creature or planeswalker with mana value 2 or less. If this spell was kicked, instead destroy target creature or planeswalker.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blot Out</div><div>Instant</div><div>Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blot Out</div><div>Instant</div><div>Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Disdainful Stroke (1)(U) <hr/> Instant <hr/> Counter target spell with mana value 4 or greater. [sideboard] <div>2/2</div>	Extinction Event (3)(B) <hr/> Sorcery <hr/> Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.) [sideboard] <div>2/2</div>	Knight of Dusk's Shadow (1)(B) <hr/> Creature -- Human Knight <hr/> Menace (This creature can't be blocked except by two or more creatures.) Your opponents can't gain life. {1}{B}: This creature gets +1/+1 until end of turn. [sideboard] <div>2/2</div>	Knight of Dusk's Shadow (1)(B) <hr/> Creature -- Human Knight <hr/> Menace (This creature can't be blocked except by two or more creatures.) Your opponents can't gain life. {1}{B}: This creature gets +1/+1 until end of turn. [sideboard] <div>2/2</div>
Knight of Dusk's Shadow (1)(B) <hr/> Creature -- Human Knight <hr/> Menace (This creature can't be blocked except by two or more creatures.) Your opponents can't gain life. {1}{B}: This creature gets +1/+1 until end of turn. [sideboard] <div>2/2</div>	Leyline of the Void (2)(B)(B) <hr/> Enchantment <hr/> If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] <div>2/2</div>	Leyline of the Void (2)(B)(B) <hr/> Enchantment <hr/> If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] <div>2/2</div>	Leyline of the Void (2)(B)(B) <hr/> Enchantment <hr/> If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] <div>2/2</div>

<div> <div> Leyline of the Void 2BB </div> <div> <div>Enchantment</div> <div> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.</p> <p>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Mystical Dispute 2U </div> <div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a blue spell.</p> <p>Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Mystical Dispute 2U </div> <div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a blue spell.</p> <p>Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	