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| <div><div><div><b>Abrade</b><div><div>1</div><div>R</div></div></div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                    | <div><div><div><b>Abrade</b><div><div>1</div><div>R</div></div></div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                    | <div><div><div><b>Bloodtithe Harvester</b><div><div>B</div><div>R</div></div></div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")<br/>{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div></div><div><div>3/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Bloodtithe Harvester</b><div><div>B</div><div>R</div></div></div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")<br/>{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div></div><div><div>3/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div><b>Bloodtithe Harvester</b><div><div>B</div><div>R</div></div></div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")<br/>{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div></div><div><div>3/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Bloodtithe Harvester</b><div><div>B</div><div>R</div></div></div><div>Creature -- Vampire</div><div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")<br/>{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div></div><div><div>3/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Corpse Appraiser</b><div><div>U</div><div>B</div><div>R</div></div></div><div>Creature -- Vampire Rogue</div><div>When this creature enters, exile up to one target creature card from a graveyard. If a card is put into exile this way, look at the top three cards of your library, then put one of those cards into your hand and the rest into your graveyard.</div></div><div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                              | <div><div><div><b>Corpse Appraiser</b><div><div>U</div><div>B</div><div>R</div></div></div><div>Creature -- Vampire Rogue</div><div>When this creature enters, exile up to one target creature card from a graveyard. If a card is put into exile this way, look at the top three cards of your library, then put one of those cards into your hand and the rest into your graveyard.</div></div><div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                              |

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| <div> <div>Duress</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                    | <div> <div>Duress</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                    | <div> <div>Fable of the Mirror-Breaker</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)<br/> I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/> II -- You may discard up to two cards. If you do, draw that many cards.<br/> III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> <div>-----<br/> - - - BACK FACE - - -</div> </div> <div> <div>Reflection of Kiki-Jiki</div> <div> <div>Enchantment Creature -- Goblin Shaman</div> <div> <p>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</p> </div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Fable of the Mirror-Breaker</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)<br/> I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/> II -- You may discard up to two cards. If you do, draw that many cards.<br/> III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> <div>-----<br/> - - - BACK FACE - - -</div> </div> <div> <div>Reflection of Kiki-Jiki</div> <div> <div>Enchantment Creature -- Goblin Shaman</div> <div> <p>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</p> </div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div><div><div>Fable of the Mirror-Breaker 2R</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Fable of the Mirror-Breaker 2R</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Haunted Ridge</div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {B} or {R}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Haunted Ridge</div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {B} or {R}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Haunted Ridge</div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {B} or {R}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | <div><div><div>Haunted Ridge</div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {B} or {R}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | <div><div><div>Infernal Grasp 1B</div><div>Instant</div><div>Destroy target creature. You lose 2 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div><div>Infernal Grasp 1B</div><div>Instant</div><div>Destroy target creature. You lose 2 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             |

1 B

Destroy target creature. You lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B B B B

Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B B B

Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B B B

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.

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①BB

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[+1]: Each player discards a card.
[-2]: Target player sacrifices a creature.
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.
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**L 3**

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①②

Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.)  
Counter target spell unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.) Counter target spell unless its controller pays {2}.

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| <div><div><div>Make Disappear</div><div>①①U</div></div><div><div>Instant</div><div>Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.)<br/>Counter target spell unless its controller pays {2}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Reckoner Bankbuster</div><div>②</div></div><div><div>Artifact -- Vehicle</div><div>This Vehicle enters with three charge counters on it.<br/>{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."<br/>Crew 3</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Reckoner Bankbuster</div><div>②</div></div><div><div>Artifact -- Vehicle</div><div>This Vehicle enters with three charge counters on it.<br/>{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."<br/>Crew 3</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Sheoldred, the Apocalypse</div><div>②BBB</div></div><div><div>Legendary Creature -- Phyrexian Praetor</div><div>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Sheoldred, the Apocalypse</div><div>②BBB</div></div><div><div>Legendary Creature -- Phyrexian Praetor</div><div>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                 | <div><div><div>Sheoldred, the Apocalypse</div><div>②BBB</div></div><div><div>Legendary Creature -- Phyrexian Praetor</div><div>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                    | <div><div><div>Shipwreck Marsh</div></div><div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {U} or {B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                      | <div><div><div>Shipwreck Marsh</div></div><div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {U} or {B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                   |

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| <div>Shipwreck Marsh</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Shipwreck Marsh</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Shivan Reef</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>       | <div>Shivan Reef</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>       |
| <div>Shivan Reef</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                          | <div>Shivan Reef</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                          | <div>Sulfurous Springs</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {R}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sulfurous Springs</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {R}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div>Takenuma, Abandoned Mire</div><div>Legendary Land</div><div>{T}: Add {B}.<br/>Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Takenuma, Abandoned Mire</div><div>Legendary Land</div><div>{T}: Add {B}.<br/>Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Xander's Lounge</div> <div>Land -- Island Swamp Mountain</div> <div>           ({T}: Add {U}, {B}, or {R}.)<br/>           This land enters tapped.<br/>           Cycling {3} ({3}, Discard this card:<br/>           Draw a card.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>Xander's Lounge</div> <div>Land -- Island Swamp Mountain</div> <div>           ({T}: Add {U}, {B}, or {R}.)<br/>           This land enters tapped.<br/>           Cycling {3} ({3}, Discard this card:<br/>           Draw a card.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>Xander's Lounge</div> <div>Land -- Island Swamp Mountain</div> <div>           ({T}: Add {U}, {B}, or {R}.)<br/>           This land enters tapped.<br/>           Cycling {3} ({3}, Discard this card:<br/>           Draw a card.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                     | <div> <div>Xander's Lounge</div> <div>Land -- Island Swamp Mountain</div> <div>           ({T}: Add {U}, {B}, or {R}.)<br/>           This land enters tapped.<br/>           Cycling {3} ({3}, Discard this card:<br/>           Draw a card.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                     |
| <div> <div>Abrade</div> <div>Instant</div> <div>           Choose one --<br/>           * Abrade deals 3 damage to target creature.<br/>           * Destroy target artifact.         </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                            | <div> <div>Abrade</div> <div>Instant</div> <div>           Choose one --<br/>           * Abrade deals 3 damage to target creature.<br/>           * Destroy target artifact.         </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                            | <div> <div>Atsushi, the Blazing Sky</div> <div>           Legendary Creature -- Dragon Spirit         </div> <div>           Flying, trample<br/>           When Atsushi dies, choose one --<br/>           * Exile the top two cards of your library. Until the end of your next turn, you may play those cards.<br/>           * Create three Treasure tokens.         </div> <div>[sideboard]</div> <div> <div>4/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div>Atsushi, the Blazing Sky</div> <div>           Legendary Creature -- Dragon Spirit         </div> <div>           Flying, trample<br/>           When Atsushi dies, choose one --<br/>           * Exile the top two cards of your library. Until the end of your next turn, you may play those cards.<br/>           * Create three Treasure tokens.         </div> <div>[sideboard]</div> <div> <div>4/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |



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| <b>Cut Down</b> <span>(B)</span><br>Instant<br>Destroy target creature with total power and toughness 5 or less.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                 | <b>Disdainful Stroke</b> <span>(1)(U)</span><br>Instant<br>Counter target spell with mana value 4 or greater.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Duress</b> <span>(B)</span><br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Infernal Grasp</b> <span>(1)(B)</span><br>Instant<br>Destroy target creature. You lose 2 life.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                     |
| <b>Kaito Shizuki</b> <span>(1)(U)(B)</span><br>Legendary Planeswalker -- Kaito<br>At the beginning of your end step, if Kaito entered this turn, he phases out.<br>[+1]: Draw a card. Then discard a card unless you attacked this turn.<br>[-2]: Create a 1/1 blue Ninja creature token with "This token can't be blocked."<br>[-7]: You get an emblem with "Whenever a creature you control deals combat damage to a player, search your library for a blue or black creature card, put it onto the battlefield, then shuffle."<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Negate</b> <span>(1)(U)</span><br>Instant<br>Counter target noncreature spell.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                             | <b>Negate</b> <span>(1)(U)</span><br>Instant<br>Counter target noncreature spell.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                | <b>Reckoner Bankbuster</b> <span>(2)</span><br>Artifact -- Vehicle<br>This Vehicle enters with three charge counters on it.<br>{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."<br>Crew 3<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <div>Reckoner Bankbuster</div> <div>②</div> </div> <div>Artifact -- Vehicle</div> <div> <p>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."</p> <p>Crew 3</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Rona's Vortex</div> <div>U</div> </div> <div>Instant</div> <div> <p>Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)</p> <p>Return target creature or planeswalker you don't control to its owner's hand. If this spell was kicked, put that permanent on the bottom of its owner's library instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Rona's Vortex</div> <div>U</div> </div> <div>Instant</div> <div> <p>Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)</p> <p>Return target creature or planeswalker you don't control to its owner's hand. If this spell was kicked, put that permanent on the bottom of its owner's library instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |  |
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