

<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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>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>Darkslick Shores</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Darkslick Shores</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div><div><div><div></div><div>Darkslick Shores</div></div><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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>Darkslick Shores</div></div><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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>Fatal Push</div></div><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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>Fatal Push</div></div><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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>
<div><div><div><div><div><div></div><div>Fatal Push</div></div><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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>Fatal Push</div></div><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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>Go for the Throat</div></div><div><div>Instant</div><div>Destroy target nonartifact creature.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>Go for the Throat</div></div><div><div>Instant</div><div>Destroy target nonartifact creature.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>

<div> <div>Hall of Storm Giants</div> <div>Land</div> <div> <p>If you control two or more other lands, this land enters tapped.</p> <p>{T}: Add {U}.</p> <p>{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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Hall of Storm Giants</div> <div>Land</div> <div> <p>If you control two or more other lands, this land enters tapped.</p> <p>{T}: Add {U}.</p> <p>{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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Hive of the Eye Tyrant</div> <div>Land</div> <div> <p>If you control two or more other lands, this land enters tapped.</p> <p>{T}: Add {B}.</p> <p>{3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Island</div> <div>Basic Land -- Island</div> <div> <p>{T}: Add {U}.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Mirrex</div> <div>Land -- Sphere</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Activate only if this land entered this turn.</p> <p>{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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Mirrorshell Crab</div> <div> <div>5</div> <div>U</div> <div>U</div> </div> <div>Artifact Creature -- Crab</div> <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}.)</p> <p>Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.</p> </div> <div> <div>5/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Mirrorshell Crab</div> <div> <div>5</div> <div>U</div> <div>U</div> </div> <div>Artifact Creature -- Crab</div> <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}.)</p> <p>Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.</p> </div> <div> <div>5/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Mirrorshell Crab</div> <div> <div>5</div> <div>U</div> <div>U</div> </div> <div>Artifact Creature -- Crab</div> <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}.)</p> <p>Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}.</p> </div> <div> <div>5/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

Playtest cards - CuteChandra19 - Pioneer (Pioneer League)

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 3/10 - 8 cards - 2.5 x 3.5 in each

<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>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>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>1</div><div>B</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>1</div><div>B</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>1</div><div>B</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> <div> Pack Rat <div> <div>1</div> <div>B</div> </div> </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> </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> <div>Artifact -- Vehicle</div> <div> 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> <div> <div>4/4</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> <div>Artifact -- Vehicle</div> <div> 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> <div> <div>4/4</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> <div>Artifact -- Vehicle</div> <div> 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> <div> <div>4/4</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> <div>Artifact -- Vehicle</div> <div> 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> <div> <div>4/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Shark Typhoon <div> <div>5</div> <div>U</div> </div> </div> <div> <div>Enchantment</div> <div> 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. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Shark Typhoon <div> <div>5</div> <div>U</div> </div> </div> <div> <div>Enchantment</div> <div> 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. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Shark Typhoon <div> <div>5</div> <div>U</div> </div> </div> <div> <div>Enchantment</div> <div> 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. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

Playtest cards - CuteChandra19 - Pioneer (Pioneer League)

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>Shark Typhoon</div><div>5U</div></div><div>Enchantment</div><div>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.</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>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>	<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>	<div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> Takenuma, Abandoned Mire </div> <div> Legendary Land </div> <div> <p>{T}: Add {B}. 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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>The Enigma Jewel</div> <div>U</div> </div> <div> Legendary Artifact </div> <div> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>The Enigma Jewel</div> <div>U</div> </div> <div> Legendary Artifact </div> <div> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>The Enigma Jewel</div> <div>U</div> </div> <div> Legendary Artifact </div> <div> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>The Enigma Jewel</div> <div>U</div> </div> <div> Legendary Artifact </div> <div> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Underground River </div> <div> Land </div> <div> <p>{T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Underground River </div> <div> Land </div> <div> <p>{T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Underground River </div> <div> Land </div> <div> <p>{T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.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>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>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>

2 B

Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Counter target spell with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)

```
[sidebar]
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div> Mystical Dispute <div> <div>2</div> <div>U</div> </div> </div> <div> Instant </div> <div> This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Mystical Dispute <div> <div>2</div> <div>U</div> </div> </div> <div> Instant </div> <div> This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> The Stone Brain <div> <div>2</div> </div> </div> <div> Legendary Artifact </div> <div> {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	