

Playtest cards - yPrincipe - Pioneer (Pioneer League) sheet 1/10 - 8 cards - 2.5 x 3.5 in each
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.

Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodtithe Harvester BR Creature -- Vampire When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodtithe Harvester BR Creature -- Vampire When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Chandra, Torch of Defiance2RR Legendary Planeswalker -- Chandra [+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent. [+1]: Add {R}{R}. [-3]: Chandra deals 4 damage to target creature. [-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chandra, Torch of Defiance2RR Legendary Planeswalker -- Chandra [+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent. [+1]: Add {R}{R}. [-3]: Chandra deals 4 damage to target creature. [-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Den of the Bugbear Land If you control two or more other lands, this land enters tapped. {T}: Add {R}. {3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Den of the Bugbear Land If you control two or more other lands, this land enters tapped. {T}: Add {R}. {3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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BR

Destroy target creature or planeswalker.

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(BR)

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② ③

(As this Saga enters and after your draw step, add a lore counter.)
I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."
II -- You may discard up to two cards. If you do, draw that many cards.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

Enchantment Creature -- Goblin Shaman

{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.

2/2

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B

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.

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

Graveyard Trespasser 2B Creature -- Human Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 3/3 ----- BACK FACE ----- Graveyard Glutton Creature -- Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Graveyard Trespasser 2B Creature -- Human Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 3/3 ----- BACK FACE ----- Graveyard Glutton Creature -- Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Graveyard Trespasser 2B Creature -- Human Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 3/3 ----- BACK FACE ----- Graveyard Glutton Creature -- Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Graveyard Trespasser 2B Creature -- Human Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 3/3 ----- BACK FACE ----- Graveyard Glutton Creature -- Werewolf Ward--Discard a card. Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Haunted Ridge Land This land enters tapped unless you control two or more other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Haunted Ridge Land This land enters tapped unless you control two or more other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Haunted Ridge Land This land enters tapped unless you control two or more other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Haunted Ridge Land This land enters tapped unless you control two or more other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hive of the Eye Tyrant Land If you control two or more other lands, this land enters tapped. {T}: Add {B}. {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hive of the Eye Tyrant Land If you control two or more other lands, this land enters tapped. {T}: Add {B}. {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invoke Despair 1BBB Sorcery 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	Invoke Despair 1BBB Sorcery 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
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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

Kroxa, Titan of Death's Hunger (B)(R) Legendary Creature -- Elder Giant When Kroxa enters, sacrifice it unless it escaped. Whenever Kroxa enters or attacks, each opponent discards a card, then each opponent who didn't discard a nonland card this way loses 3 life. Escape--(B){R}{R}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sokenzan, Crucible of Defiance Legendary Land {T}: Add {R}. Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sorin the Mirthless (2)(B)(B) Legendary Planeswalker -- Sorin [+1]: Look at the top card of your library. You may reveal that card and put it into your hand. If you do, you lose life equal to its mana value. [-2]: Create a 2/3 black Vampire creature token with flying and lifelink. [-7]: Sorin deals 13 damage to any target. You gain 13 life. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Takenuma, Abandoned Mire Legendary Land {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize (B) Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
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Legendary Land

Each land is a Swamp in addition to its other land types.

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[+1]: Each opponent discards a card
and loses 2 life.
[-3]: Gain control of target
creature until end of turn. Untap
it. It gains haste until end of
turn. Sacrifice it at the beginning
of the next end step if it has mana
value 3 or less.
[-8]: Each opponent loses life equal
to the number of cards in their
graveyard.
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If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

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If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

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B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Go Blank 2B Sorcery Target player discards two cards. Then exile that player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Go Blank 2B Sorcery Target player discards two cards. Then exile that player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Go Blank 2B Sorcery Target player discards two cards. Then exile that player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Noxious Grasp 1B Instant Destroy target creature or planeswalker that's green or white. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Noxious Grasp 1B Instant Destroy target creature or planeswalker that's green or white. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Noxious Grasp 1B Instant Destroy target creature or planeswalker that's green or white. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rending Volley R Instant This spell can't be countered. Rending Volley deals 4 damage to target white or blue creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

®

This spell can't be countered.
Rending Volley deals 4 damage to
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[sideboard]

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{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2

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