**Archfiend of the Dross** {2}{B}{B}

Creature -- Phyrexian Demon

Flying
This creature enters with four oil counters on it.
At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game.
Whenever a creature an opponent controls dies, its controller loses 2 life.

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever a creature an opponent controls dies, its controller loses 2 life.

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Bitter Triumph** {1}{B}

Instant

As an additional cost to cast this spell, discard a card or pay 3 life.
Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Blackcleave Cliffs**

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Playtest cards - TBEClockWork - Pioneer (Pioneer Challenge 32)** 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.

## Blightstep Pathway

Land

{T}: Add {B}.

- - - BACK FACE - - -

## Searstep Pathway

Land

{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Blightstep Pathway

Land

{T}: Add {B}.

- - - BACK FACE - - -

## Searstep Pathway

Land

{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blightstep Pathway

Land

{T}: Add {B}.

- - - BACK FACE - - -

## Searstep Pathway

Land

{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev


## Bloodtithe Harvester (B)(R)

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 PLAY botbox.dev



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.

## Bloodtithe Harvester (B)(R)

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When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")
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When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")
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**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Bonecrusher Giant (2)(R)

Creature -- Giant

Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.

**4/3**

- - - ADVENTURE - - -

## Stomp (1)(R)

Instant -- Adventure

Damage can't be prevented this turn. Stomp deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Duress (B)

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fable of the Mirror-Breaker (2)(R)

Enchantment -- Saga

(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 - - -

## Reflection of Kiki-Jiki

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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - TBEClockWork - Pioneer (Pioneer Challenge 32)** sheet 3/10 - 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.

**Fable of the Mirror-Breaker** (2)(R)

Enchantment -- Saga

(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.
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- - - BACK FACE - - -

**Reflection of Kiki-Jiki**

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Fatal Push** (B)

Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Destroy target creature if it has mana value 2 or less.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Graveyard Trespasser** (2)(B)

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 PLAY botbox.dev

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- - - BACK FACE - - -

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- - - BACK FACE - - -

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - TBEClockWork - Pioneer (Pioneer Challenge 32)** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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## 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


## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mutavault

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mutavault

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sheoldred's Edict {1}{B}

Instant

Choose one --
* Each opponent sacrifices a nontoken creature of their choice.
* Each opponent sacrifices a creature token of their choice.
* Each opponent sacrifices a planeswalker of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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.

**Sheoldred, the Apocalypse** 2BB

Legendary Creature -- Phyrexian Praetor

Deathtouch
Whenever you draw a card, you gain 2 life.
Whenever an opponent draws a card, they lose 2 life.

**4/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Sorin, Imperious Bloodlord** 2B

Legendary Planeswalker -- Sorin

[+1]: Target creature you control gains deathtouch and lifelink until end of turn. If it's a Vampire, put a +1/+1 counter on it.
[+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life.
[-3]: You may put a Vampire creature card from your hand onto the battlefield.

**L 4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Sorin, Imperious Bloodlord** 2B

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**L 4**

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**L 4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Sulfurous Springs**

Land

{T}: Add {C}.
{T}: Add {B} or {R}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Sulfurous Springs**

Land

{T}: Add {C}.
{T}: Add {B} or {R}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
{T}: Add {B} or {R}. This land deals 1 damage to you.

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{T}: Add {B} or {R}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - TBEClockWork - Pioneer (Pioneer Challenge 32)** sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

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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 PLAY botbox.dev

**Playtest cards - TBEClockWork - Pioneer (Pioneer Challenge 32)** sheet 7/10 - 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.

**Vein Ripper** {3}{B}{B}{B}

Creature -- Vampire Assassin

Flying
Ward--Sacrifice a creature.
Whenever a creature dies, target opponent loses 2 life and you gain 2 life.

**6/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Vein Ripper** {3}{B}{B}{B}

Creature -- Vampire Assassin

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Ward--Sacrifice a creature.
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**Vein Ripper** {3}{B}{B}{B}

Creature -- Vampire Assassin

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Ward--Sacrifice a creature.
Whenever a creature dies, target opponent loses 2 life and you gain 2 life.

**6/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Ashiok, Dream Render** {1}{U/B}{U/B}

Legendary Planeswalker -- Ashiok

Spells and abilities your opponents control can't cause their controller to search their library.
[-1]: Target player mills four cards. Then exile each opponent's graveyard.

[sideboard]

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Blot Out** {2}{B}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Damping Sphere** {2}

Artifact

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Damping Sphere** {2}

Artifact

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - TBEClockWork - Pioneer (Pioneer Challenge 32)** sheet 8/10 - 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.

## 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 PLAY botbox.dev

## 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 PLAY botbox.dev

## Go Blank {2}{B}

Sorcery

Target player discards two cards. Then exile that player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Go Blank {2}{B}

Sorcery

Target player discards two cards. Then exile that player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Grafdigger's Cage {1}

Artifact

Creature cards in graveyards and libraries can't enter the battlefield.
Players can't cast spells from graveyards or libraries.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Liliana of the Veil {1}{B}{B}

Legendary Planeswalker -- Liliana

[+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.

[sideboard]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Liliana of the Veil {1}{B}{B}

Legendary Planeswalker -- Liliana

[+1]: Each player discards a card.
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[sideboard]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Path of Peril {1}{B}{B}

Sorcery

Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)
Destroy all creatures [with mana value 2 or less].

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - TBEClockWork - Pioneer (Pioneer Challenge 32)** sheet 9/10 - 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.

## Path of Peril {1}{B}{B}

Sorcery

Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)
Destroy all creatures [with mana value 2 or less].

[sideboard]

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

[sideboard]

4/4

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

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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.