

<div><div><div><div><div><div></div><div>Bitter Triumph</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</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>Blackcleave Cliffs</div><div></div></div><div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}.</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>Blackcleave Cliffs</div><div></div></div><div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}.</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>Blackcleave Cliffs</div><div></div></div><div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.) 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>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.) 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>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.) 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>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.) 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>Bloodtithe Harvester BR</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.") {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>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Bloodtithe Harvester BR</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.") {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>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Bloodtithe Harvester BR</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.") {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>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Bloodtithe Harvester BR</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.") {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>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Bonecrusher Giant2R</div> <div>Creature -- Giant</div> <div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div> <div>4/3</div> <div>----- ADVENTURE -----</div> <div>Stomp1R</div> <div>Instant -- Adventure</div> <div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Bonecrusher Giant2R</div> <div>Creature -- Giant</div> <div>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</div> <div>4/3</div> <div>----- ADVENTURE -----</div> <div>Stomp1R</div> <div>Instant -- Adventure</div> <div>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Castle Locthwain</div> <div>Land</div> <div>This land enters tapped unless you control a Swamp. {T}: Add {B}. {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>DuressB</div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Dusk Legion Zealot1B</div> <div>Creature -- Vampire Soldier</div> <div>When this creature enters, you draw a card and you lose 1 life.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Dusk Legion Zealot1B</div> <div>Creature -- Vampire Soldier</div> <div>When this creature enters, you draw a card and you lose 1 life.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Dusk Legion Zealot1B</div> <div>Creature -- Vampire Soldier</div> <div>When this creature enters, you draw a card and you lose 1 life.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Fable of the Mirror-Breaker2R</div> <div>Enchantment -- Saga</div> <div>(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.</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>

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

<div><div><div>Fable of the Mirror-Breaker2R</div><div>Enchantment -- Saga</div><div>(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.</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-Breaker2R</div><div>Enchantment -- Saga</div><div>(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.</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-Breaker2R</div><div>Enchantment -- Saga</div><div>(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.</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>Fatal PushB</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>Fatal PushB</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>Fatal PushB</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>Fatal PushB</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>Go for the Throat1B</div><div>Instant</div><div>Destroy target nonartifact creature.</div></div></div>
<div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Hive of the Eye Tyrant</div><div>Land</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Hive of the Eye Tyrant</div><div>Land</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Kalitas, Traitor of Ghet2BB</div><div>Legendary Creature -- Vampire Warrior</div><div>Lifelink If a nontoken creature an opponent controls would die, instead exile that card and create a 2/2 black Zombie creature token. {2}{B}, Sacrifice another Vampire or Zombie: Put two +1/+1 counters on Kalitas.</div></div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Kalitas, Traitor of Ghet2BB</div><div>Legendary Creature -- Vampire Warrior</div><div>Lifelink If a nontoken creature an opponent controls would die, instead exile that card and create a 2/2 black Zombie creature token. {2}{B}, Sacrifice another Vampire or Zombie: Put two +1/+1 counters on Kalitas.</div></div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Mutavault</div><div>Token Land</div><div>{T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mutavault</div><div>Token Land</div><div>{T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mutavault</div><div>Token Land</div><div>{T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mutavault</div><div>Token Land</div><div>{T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

1 B

Destroy target non-outlaw creature.
(Assassins, Mercenaries, Pirates,
Rogues, and Warlocks are outlaws.
Everyone else is fair game.)

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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.

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2 B

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 bothox.dev

② ⑧

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L 4

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Land

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{T}: Add {C}.
{T}: Add {B} or {R}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

```
{T}: Add {C}.
{T}: Add {B} or {R}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Takenuma, Abandoned Mire</div> <div>Legendary Land</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Thoughtseize</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Thoughtseize</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Thoughtseize</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Thoughtseize</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<p>Vein Ripper (3)(B)(B)(B)</p> <p>Creature -- Vampire Assassin</p> <p>Flying Ward--Sacrifice a creature. Whenever a creature dies, target opponent loses 2 life and you gain 2 life.</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Vein Ripper (3)(B)(B)(B)</p> <p>Creature -- Vampire Assassin</p> <p>Flying Ward--Sacrifice a creature. Whenever a creature dies, target opponent loses 2 life and you gain 2 life.</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Vein Ripper (3)(B)(B)(B)</p> <p>Creature -- Vampire Assassin</p> <p>Flying Ward--Sacrifice a creature. Whenever a creature dies, target opponent loses 2 life and you gain 2 life.</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Vein Ripper (3)(B)(B)(B)</p> <p>Creature -- Vampire Assassin</p> <p>Flying Ward--Sacrifice a creature. Whenever a creature dies, target opponent loses 2 life and you gain 2 life.</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Damping Sphere (2)</p> <p>Artifact</p> <p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Duress (B)</p> <p>Sorcery</p> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Extinction Event (3)(B)</p> <p>Sorcery</p> <p>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Extinction Event (3)(B)</p> <p>Sorcery</p> <p>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - Applechips - Pioneer (Pioneer Challenge 32)

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

<p>Go Blank (2)(B)</p> <p>Sorcery</p> <p>Target player discards two cards. Then exile that player's graveyard.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Go Blank (2)(B)</p> <p>Sorcery</p> <p>Target player discards two cards. Then exile that player's graveyard.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Grafdigger's Cage (1)</p> <p>Artifact</p> <p>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Hostile Investigator (3)(B)</p> <p>Creature -- Ogre Rogue Detective</p> <p>When this creature enters, target opponent discards a card. Whenever one or more players discard one or more cards, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <p>[sideboard]</p> <p>4/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Hostile Investigator (3)(B)</p> <p>Creature -- Ogre Rogue Detective</p> <p>When this creature enters, target opponent discards a card. Whenever one or more players discard one or more cards, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <p>[sideboard]</p> <p>4/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Knight of Dusk's Shadow (1)(B)</p> <p>Creature -- Human Knight</p> <p>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.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Knight of Dusk's Shadow (1)(B)</p> <p>Creature -- Human Knight</p> <p>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.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Path of Peril (1)(B)(B)</p> <p>Sorcery</p> <p>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].</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - Applechips - 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 9/10 - 8 cards - 2.5 x 3.5 in each

<div> <div> Path of Peril <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)</p> <p>Destroy all creatures [with mana value 2 or less].</p> <p>[sideboard]</p> </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> <p>This Vehicle enters with three charge counters on it.</p> <p>{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> </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> <p>This Vehicle enters with three charge counters on it.</p> <p>{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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	
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