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| <div><div>Archfiend of the Dross (2)(B)(B)</div><div>Creature -- Phyrexian Demon</div><div>Flying<br/>This creature enters with four oil counters on it.<br/>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.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Archfiend of the Dross (2)(B)(B)</div><div>Creature -- Phyrexian Demon</div><div>Flying<br/>This creature enters with four oil counters on it.<br/>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.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Bitter Triumph (1)(B)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  |
| <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                            | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                            | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div><div><div><div></div><div><b>Blightstep Pathway</b></div></div><div><div>Land</div><div>{T}: Add {B}.</div></div></div></div><div><div>----- BACK FACE -----</div><div><div><div><div></div><div><b>Searstep Pathway</b></div></div><div><div>Land</div><div>{T}: Add {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><div></div><div><b>Blightstep Pathway</b></div></div><div><div>Land</div><div>{T}: Add {B}.</div></div></div></div><div><div>----- BACK FACE -----</div><div><div><div><div></div><div><b>Searstep Pathway</b></div></div><div><div>Land</div><div>{T}: Add {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><div></div><div><b>Blightstep Pathway</b></div></div><div><div>Land</div><div>{T}: Add {B}.</div></div></div></div><div><div>----- BACK FACE -----</div><div><div><div><div></div><div><b>Searstep Pathway</b></div></div><div><div>Land</div><div>{T}: Add {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><div></div><div><b>Blood Crypt</b></div></div><div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</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><b>Blood Crypt</b></div></div><div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</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><b>Blood Crypt</b></div></div><div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</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><b>Blood Crypt</b></div></div><div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</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><b>Bloodtithe Harvester</b> <b>B</b> <b>R</b></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div><div><div>3/2</div></div></div></div> |

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| <b>Bloodtithe Harvester</b> (B)(R)<br>Creature -- Vampire<br>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.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Bloodtithe Harvester</b> (B)(R)<br>Creature -- Vampire<br>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.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Bloodtithe Harvester</b> (B)(R)<br>Creature -- Vampire<br>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.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Duress</b> (B)<br>Sorcery<br>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <b>Dusk Legion Zealot</b> (1)(B)<br>Creature -- Vampire Soldier<br>When this creature enters, you draw a card and you lose 1 life.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                       | <b>Dusk Legion Zealot</b> (1)(B)<br>Creature -- Vampire Soldier<br>When this creature enters, you draw a card and you lose 1 life.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                       | <b>Dusk Legion Zealot</b> (1)(B)<br>Creature -- Vampire Soldier<br>When this creature enters, you draw a card and you lose 1 life.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                       | <b>Fable of the Mirror-Breaker</b> (2)(R)<br>Enchantment -- Saga<br>(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.<br><div></div> ----- BACK FACE -----<br><b>Reflection of Kiki-Jiki</b><br>Enchantment Creature -- Goblin Shaman<br>{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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - Killah\_SUV - Pioneer (Pioneer Challenge 64)

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

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| <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.)<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>Fable of the Mirror-Breaker2R</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>Fable of the Mirror-Breaker2R</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>Fatal PushB</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                |
| <div><div>Fatal PushB</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div><div>Fatal PushB</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div><div>Fatal PushB</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>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>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.<br/>{T}: Add {B}.<br/>{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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Mountain

Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mutavault

Token Land

```
{T}: Add {C}.
{1}: This token 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

Token Land

```
{T}: Add {C}.
{1}: This token becomes a 2/2
creature with all creature types
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```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mutavault

Token Land

{T}: Add {C}.  
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## Mutavault

Token Land

```
{T}: Add {C}.
{1}: This token 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

**Olivia, Crimson Bride** (4)(B)(R)

Legendary Creature -- Vampire Noble

Flying, haste  
Whenever Olivia attacks, return  
target creature card from your  
graveyard to the battlefield tapped  
and attacking. It gains "When you  
don't control a legendary Vampire,  
exile this creature."

3/4

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**Sorin, Imperious Bloodlord** (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 botbox.dev

**Sorin, Imperious Bloodlord** (2)(B)

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L 4

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| <div><div>Sorin, Imperious Bloodlord 2B</div><div>Legendary Planeswalker -- Sorin</div><div>[+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.<br/>[+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life.<br/>[-3]: You may put a Vampire creature card from your hand onto the battlefield.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sorin, Imperious Bloodlord 2B</div><div>Legendary Planeswalker -- Sorin</div><div>[+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.<br/>[+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life.<br/>[-3]: You may put a Vampire creature card from your hand onto the battlefield.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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> | <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> |
| <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>                                                                                                                                                                                                                                                                                                              | <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>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        |

## Legendary Land

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**B**

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

ⓑ

## Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

## Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B B

Creature -- Vampire Assassin

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

6/5

3 B B B

Creature -- Vampire Assassin

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

6/5

3 B B B

Creature -- Vampire Assassin

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

6/5

3 B B B

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

6/5

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② ③

Backup 2 (When this creature enters, put two +1/+1 counters on target creature. If that's another creature, it gains the following ability until end of turn.)  
{1}, Sacrifice this creature: It deals damage equal to its power to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Backup 2 (When this creature enters, put two +1/+1 counters on target creature. If that's another creature, it gains the following ability until end of turn.)  
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

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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

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

**(B)**

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

[sidebar]

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3 B

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

[sidebar]

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sheet 8/10 - 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.

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| <b>Extinction Event</b> (3)(B)<br><hr/> Sorcery<br><hr/> Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)<br><br>[sideboard]                                 | <b>Go Blank</b> (2)(B)<br><hr/> Sorcery<br><hr/> Target player discards two cards. Then exile that player's graveyard.<br><br>[sideboard]                                                                                                                        | <b>Go for the Throat</b> (1)(B)<br><hr/> Instant<br><hr/> Destroy target nonartifact creature.<br><br>[sideboard]                                                                                                                                                | <b>Grafdigger's Cage</b> (1)<br><hr/> Artifact<br><hr/> Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.<br><br>[sideboard]                                     |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                      | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                            | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                            | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                          |
| <b>Grafdigger's Cage</b> (1)<br><hr/> Artifact<br><hr/> Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.<br><br>[sideboard] | <b>Knight of Dusk's Shadow</b> (1)(B)<br><hr/> Creature -- Human Knight<br><hr/> 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.<br><br>[sideboard] | <b>Knight of Dusk's Shadow</b> (1)(B)<br><hr/> Creature -- Human Knight<br><hr/> 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.<br><br>[sideboard] | <b>Path of Peril</b> (1)(B)(B)<br><hr/> Sorcery<br><hr/> 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].<br><br>[sideboard] |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                      | <div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                          | <div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                          | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                          |

Playtest cards - Killah\_SUV - Pioneer (Pioneer Challenge 64)

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

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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.</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> </div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Reckoner Bankbuster</div> <div>2</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> </div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Unlicensed Hearse</div> <div>2</div> </div> <div>Artifact -- Vehicle</div> <div> <p>{T}: Exile up to two target cards from a single graveyard.</p> <p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p> <p>Crew 2</p> </div> <div>[sideboard]</div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |  |
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