

<div><div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div><p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div><p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div><p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Agatha's Soul Cauldron ②</div><div>Legendary Artifact</div><div><p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div><div>Blackcleave Cliffs</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Blackcleave Cliffs</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Blackcleave Cliffs</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Blackcleave Cliffs</div><div>Land</div><div><p>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

Blightstep Pathway

Land

$$\{T\}: \text{Add } \{B\}.$$

- - - BACK FACE - - -

Searstep Pathway

Land

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

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Blightstep Pathway

Land

$$\{T\}: \text{Add } \{B\}.$$

- - - BACK FACE - - -

Searstep Pathway

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blightstep Pathway

Land

$$\{T\}: \text{Add } \{B\}.$$

- - - BACK FACE - - -

Searstep Pathway

Land

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

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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.

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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
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($\{T\}$: Add $\{B\}$ or $\{R\}$.)
As this land enters, you may pay 2
life. If you don't, it enters
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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

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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.

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B

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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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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

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

Inti, Seneschal of the Sun (1)(R)

① R

Legendary Creature -- Human Knight

Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.

Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.

2/2

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Kroxa, Titan of Death's Hunger (B)(R)

(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}{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 PLAY botbox.dev

Kroxia, Titan of Death's Hunger (B)(R)

BR

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}}{{B}}{{R}}{{R}}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

6/6

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<div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</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>
<div><div><div>Raucous Theater</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Raucous Theater</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Sulfurous Springs</div><div>Land</div><div>{T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Legendary Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

0/13

3 B

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

0/13

3 B

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

0/13

<div> <div>Tree of Perdition</div> <div> <div>3</div> <div>B</div> </div> </div> <div> <div>Creature -- Plant</div> <div> <div>Defender</div> <div>{T}: Exchange target opponent's life total with this creature's toughness.</div> </div> </div> <div> <div>0/13</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Urborg, Tomb of Yawgmoth</div> <div></div> </div> <div> <div>Legendary Land</div> <div>Each land is a Swamp in addition to its other land types.</div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Vadmir, New Blood</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Vampire Rogue</div> <div> <div>Whenever you commit a crime, put a +1/+1 counter on Vadmir. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)</div> <div>As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.</div> </div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Vadmir, New Blood</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Vampire Rogue</div> <div> <div>Whenever you commit a crime, put a +1/+1 counter on Vadmir. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)</div> <div>As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.</div> </div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Voldaren Epicure</div> <div> <div>R</div> </div> </div> <div> <div>Creature -- Vampire</div> <div> <div>When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div> </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Voldaren Epicure</div> <div> <div>R</div> </div> </div> <div> <div>Creature -- Vampire</div> <div> <div>When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div> </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Voldaren Epicure</div> <div> <div>R</div> </div> </div> <div> <div>Creature -- Vampire</div> <div> <div>When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div> </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Voldaren Epicure</div> <div> <div>R</div> </div> </div> <div> <div>Creature -- Vampire</div> <div> <div>When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div> </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Voldaren Thrillseeker (2)(R) <hr/> Creature -- Vampire Warrior <hr/> 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. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Voldaren Thrillseeker (2)(R) <hr/> Creature -- Vampire Warrior <hr/> 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. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Voldaren Thrillseeker (2)(R) <hr/> Creature -- Vampire Warrior <hr/> 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. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Voldaren Thrillseeker (2)(R) <hr/> Creature -- Vampire Warrior <hr/> 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. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Duress (B) <hr/> Sorcery <hr/> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Duress (B) <hr/> Sorcery <hr/> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Duress (B) <hr/> Sorcery <hr/> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Extinction Event (3)(B) <hr/> Sorcery <hr/> Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.) <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> Extinction Event 3B </div> <div>Sorcery</div> <div> <p>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Grafdigger's Cage 1 </div> <div>Artifact</div> <div> <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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Grafdigger's Cage 1 </div> <div>Artifact</div> <div> <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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Grafdigger's Cage 1 </div> <div>Artifact</div> <div> <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> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Jegantha, the Wellspring 4RG </div> <div>Legendary Creature -- Elemental Elk</div> <div> <p>Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)</p> <p>{T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs.</p> <p>[sideboard]</p> </div> <div> <div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Laughing Jasper Flint 1BR </div> <div>Legendary Creature -- Lizard Rogue</div> <div> <p>Creatures you control but don't own are Mercenaries in addition to their other types.</p> <p>At the beginning of your upkeep, exile the top X cards of target opponent's library, where X is the number of outlaws you control. Until end of turn, you may cast spells from among those cards, and mana of any type can be spent to cast those spells.</p> <p>[sideboard]</p> </div> <div> <div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Laughing Jasper Flint 1BR </div> <div>Legendary Creature -- Lizard Rogue</div> <div> <p>Creatures you control but don't own are Mercenaries in addition to their other types.</p> <p>At the beginning of your upkeep, exile the top X cards of target opponent's library, where X is the number of outlaws you control. Until end of turn, you may cast spells from among those cards, and mana of any type can be spent to cast those spells.</p> <p>[sideboard]</p> </div> <div> <div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Ob Nixilis, the Adversary 1BR </div> <div>Legendary Planeswalker -- Nixilis</div> <div> <p>Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.)</p> <p>[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.</p> <p>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."</p> <p>[-7]: Target player draws seven cards and loses 7 life.</p> <p>[sideboard]</p> </div> <div> <div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Playtest cards - jupiterbrando - 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>Ob Nixilis, the Adversary (1)(B)(R)</div> <div> <div>Legendary Planeswalker -- Nixilis</div> <div> <p>Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.)</p> <p>[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.</p> <p>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."</p> <p>[-7]: Target player draws seven cards and loses 7 life.</p> <p>[sideboard]</p> <div>L 3</div> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Sheoldred's Edict (1)(B)</div> <div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * 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. <p>[sideboard]</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Sheoldred's Edict (1)(B)</div> <div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * 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. <p>[sideboard]</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
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