

1 B

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

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## Land

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{T}: Add {B} or {R}.

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- - - BACK FACE - - -

## Land

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

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- - - BACK FACE - - -

## Land

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

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sheet 1/10 - 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.

## 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

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

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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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**Bloodt~~i~~the 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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**Bloodtithe Harvester** (B)(R)

Creature -- Vampire

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| <div> <b>Bloodtithe Harvester</b> <span>(B)(R)</span> </div> <div>           Creature -- Vampire         </div> <div> <p>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.</p> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                     | <div> <b>Bloodtithe Harvester</b> <span>(B)(R)</span> </div> <div>           Creature -- Vampire         </div> <div> <p>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.</p> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                     | <div> <b>Bonecrusher Giant</b> <span>(2)(R)</span> </div> <div>           Creature -- Giant         </div> <div> <p>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</p> </div> <div> <div>4/3</div> </div> <div> <div>----- ADVENTURE -----</div> <div> <b>Stomp</b> <span>(1)(R)</span> </div> <div>           Instant -- Adventure         </div> <div> <p>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                             | <div> <b>Bonecrusher Giant</b> <span>(2)(R)</span> </div> <div>           Creature -- Giant         </div> <div> <p>Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller.</p> </div> <div> <div>4/3</div> </div> <div> <div>----- ADVENTURE -----</div> <div> <b>Stomp</b> <span>(1)(R)</span> </div> <div>           Instant -- Adventure         </div> <div> <p>Damage can't be prevented this turn. Stomp deals 2 damage to any target.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                             |
| <div> <b>Caustic Bronco</b> <span>(1)(B)</span> </div> <div>           Creature -- Snake Horse Mount         </div> <div> <p>Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life. Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Caustic Bronco</b> <span>(1)(B)</span> </div> <div>           Creature -- Snake Horse Mount         </div> <div> <p>Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life. Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Caustic Bronco</b> <span>(1)(B)</span> </div> <div>           Creature -- Snake Horse Mount         </div> <div> <p>Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life. Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Caustic Bronco</b> <span>(1)(B)</span> </div> <div>           Creature -- Snake Horse Mount         </div> <div> <p>Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life. Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <div>Den of the Bugbear</div> <div>Land</div> <div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {R}.<br/>{3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                   | <div>Duress</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>Duress</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>Fable of the Mirror-Breaker</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> |
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Playtest cards - triosk - 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 4/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Hive of the Eye Tyrant</div><div></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> | <div><div>Mutavault</div><div></div><div>Token Land</div><div>{T}: Add {C}.<br/>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div>Mutavault</div><div></div><div>Token Land</div><div>{T}: Add {C}.<br/>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div>Mutavault</div><div></div><div>Token Land</div><div>{T}: Add {C}.<br/>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                             |

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| <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>                                                                                                    | <div><div>Takenuma, Abandoned Mire</div><div>Legendary Land</div><div>{T}: Add {B}.<br/>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> |
| <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> | <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> | <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> | <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>                                                                                                                                       |

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| <b>Vein Ripper</b> (3 B B B)<br>Creature -- Vampire Assassin<br>Flying<br>Ward--Sacrifice a creature.<br>Whenever a creature dies, target opponent loses 2 life and you gain 2 life.<br>6/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev    | <b>Vein Ripper</b> (3 B B B)<br>Creature -- Vampire Assassin<br>Flying<br>Ward--Sacrifice a creature.<br>Whenever a creature dies, target opponent loses 2 life and you gain 2 life.<br>6/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev    | <b>Vein Ripper</b> (3 B B B)<br>Creature -- Vampire Assassin<br>Flying<br>Ward--Sacrifice a creature.<br>Whenever a creature dies, target opponent loses 2 life and you gain 2 life.<br>6/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Vein Ripper</b> (3 B B B)<br>Creature -- Vampire Assassin<br>Flying<br>Ward--Sacrifice a creature.<br>Whenever a creature dies, target opponent loses 2 life and you gain 2 life.<br>6/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Blot Out</b> (2 B)<br>Instant<br>Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Blot Out</b> (2 B)<br>Instant<br>Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.<br>[sideboard]<br>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>[sideboard]<br>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>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                          |

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| <div> <div> <b>Extinction Event</b> <div> <div>3</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.) </div> <div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div>                                                                                                                               | <div> <div> <b>Go Blank</b> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> Target player discards two cards. Then exile that player's graveyard. </div> <div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> | <div> <div> <b>Go Blank</b> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> Target player discards two cards. Then exile that player's graveyard. </div> <div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> | <div> <div> <b>Knight of Dusk's Shadow</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div> <div>Creature -- Human Knight</div> <div> 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. </div> <div> <div>[sideboard]</div> <div> <div>2/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> </div></div>                                                                                                                                         |
| <div> <div> <b>Knight of Dusk's Shadow</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div> <div>Creature -- Human Knight</div> <div> 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. </div> <div> <div>[sideboard]</div> <div> <div>2/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> </div></div> | <div> <div> <b>Lash of Malice</b> <div> <div>B</div> </div> </div> <div> <div> <div>Instant</div> <div> Target creature gets +2/-2 until end of turn. </div> <div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div></div>                    | <div> <div> <b>Lash of Malice</b> <div> <div>B</div> </div> </div> <div> <div> <div>Instant</div> <div> Target creature gets +2/-2 until end of turn. </div> <div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div></div>                    | <div> <div> <b>Reckoner Bankbuster</b> <div> <div>2</div> </div> </div> <div> <div> <div>Artifact -- Vehicle</div> <div> 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 </div> <div> <div>[sideboard]</div> <div> <div>4/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> </div></div> |

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| <div> <div> Reckoner Bankbuster 2 </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> Unlicensed Hearse 2 </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> <p>[sideboard]</p> </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div> Unlicensed Hearse 2 </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> <p>[sideboard]</p> </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |  |
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