

<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>Searstep Pathway</div><div>Land</div><div>{T}: Add {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>Searstep Pathway</div><div>Land</div><div>{T}: Add {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>Searstep Pathway</div><div>Land</div><div>{T}: Add {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>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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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As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Castle Lothwain

Land

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Castle Locthwain

Land

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.

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3 B B

Sorcery

As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

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3 B B

Sorcerv

As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

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<div> <div> Duress (B) </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 PLAY botbox.dev </div> </div>	<div> <div> Duress (B) </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 PLAY botbox.dev </div> </div>	<div> <div> Fable of the Mirror-Breaker (2)(R) </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> <div> <div> <div> </div> <div> </div> <div> </div> </div> <div> BACK FACE </div> </div> </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> <div> <div> 2/2 </div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Fable of the Mirror-Breaker (2)(R) </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> <div> <div> <div> </div> <div> </div> <div> </div> </div> <div> BACK FACE </div> </div> </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> <div> <div> 2/2 </div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Fable of the Mirror-Breaker (2)(R) </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> <div> <div> <div> </div> <div> </div> <div> </div> </div> <div> BACK FACE </div> </div> </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> <div> <div> 2/2 </div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Fable of the Mirror-Breaker (2)(R) </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> <div> <div> <div> </div> <div> </div> <div> </div> </div> <div> BACK FACE </div> </div> </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> <div> <div> 2/2 </div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Fatal Push (B) </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Fatal Push (B) </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
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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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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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2 B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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

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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.

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{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.

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① B B B B

Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.

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① B B

- [+1]: Each player discards a card.
- [-2]: Target player sacrifices a creature.
- [-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.

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L 3

<div> <div>Liliana of the Veil 1BB</div> <div> <div>Legendary Planeswalker -- Liliana</div> <div> <div>[+1]: Each player discards a card.</div> <div>[-2]: Target player sacrifices a creature.</div> <div>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</div> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div>Liliana of the Veil 1BB</div> <div> <div>Legendary Planeswalker -- Liliana</div> <div> <div>[+1]: Each player discards a card.</div> <div>[-2]: Target player sacrifices a creature.</div> <div>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</div> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div>Liliana of the Veil 1BB</div> <div> <div>Legendary Planeswalker -- Liliana</div> <div> <div>[+1]: Each player discards a card.</div> <div>[-2]: Target player sacrifices a creature.</div> <div>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</div> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div>Molten Collapse BR</div> <div> <div>Sorcery</div> <div> <div>Choose one. If you descended this turn, you may choose both instead. (You descended if a permanent card was put into your graveyard from anywhere.)</div> <div>* Destroy target creature or planeswalker.</div> <div>* Destroy target noncreature, nonland permanent with mana value 1 or less.</div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>
<div> <div>Mutavault</div> <div> <div>Token Land</div> <div> <div>{T}: Add {C}.</div> <div>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div>Mutavault</div> <div> <div>Token Land</div> <div> <div>{T}: Add {C}.</div> <div>{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div>Power Word Kill 1B</div> <div> <div>Instant</div> <div> <div>Destroy target non-Angel, non-Demon, non-Devil, non-Dragon creature.</div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>	<div> <div>Power Word Kill 1B</div> <div> <div>Instant</div> <div> <div>Destroy target non-Angel, non-Demon, non-Devil, non-Dragon creature.</div> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> </div>

<div><div>Sunken Citadel</div><div>Land -- Cave</div><div><p>This land enters tapped. As it enters, choose a color.</p><p>{T}: Add one mana of the chosen color.</p><p>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sunken Citadel</div><div>Land -- Cave</div><div><p>This land enters tapped. As it enters, choose a color.</p><p>{T}: Add one mana of the chosen color.</p><p>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>{T}: Add {B}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>{T}: Add {B}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

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(B)

Target player reveals their hand.
You choose a nonland card from it.
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lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Target player reveals their hand.
You choose a nonland card from it.
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lose 2 life.

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Each land is a Swamp in addition to its other land types.

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① U/B U/B

[sideboard]

L 5

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1 B

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

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[sidebar]
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div> Caustic Bronco <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Snake Horse Mount</div> <div> 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.) </div> <div>[sideboard]</div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Damping Sphere <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> 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. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Damping Sphere <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> 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. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Duress <div> <div>B</div> </div> </div> <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>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div> Invoke Despair <div> <div>1</div> <div>B</div> <div>B</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Invoke Despair <div> <div>1</div> <div>B</div> <div>B</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Lash of Malice <div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> Target creature gets +2/-2 until end of turn. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Lash of Malice <div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> Target creature gets +2/-2 until end of turn. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div> Path of Peril 1BB </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Ugin, the Spirit Dragon 8 </div> <div>Legendary Planeswalker -- Ugin</div> <div> <p>[+2]: Ugin deals 3 damage to any target.</p> <p>[-X]: Exile each permanent with mana value X or less that's one or more colors.</p> <p>[-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Ugin, the Spirit Dragon 8 </div> <div>Legendary Planeswalker -- Ugin</div> <div> <p>[+2]: Ugin deals 3 damage to any target.</p> <p>[-X]: Exile each permanent with mana value X or less that's one or more colors.</p> <p>[-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>L 7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	

Playtest cards - Row2015 - Pioneer (Pioneer League)

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 10/10 - 3 cards - 2.5 x 3.5 in each