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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Archfiend of the Dross 2BB</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>Archfiend of the Dross 2BB</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>Archfiend of the Dross 2BB</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>Blackcleave Cliffs</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                       |
| <div>Blackcleave Cliffs</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                   | <div>Blackcleave Cliffs</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                   | <div>Blackcleave Cliffs</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> |

## 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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Blightstep Pathway

Land

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

- - - BACK FACE - - -

## Searstep Pathway

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blood Crypt

Land -- Swamp Mountain

( $\{T\}$ : Add  $\{B\}$  or  $\{R\}$ .)  
As this land enters, you may pay 2  
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tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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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|                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                        |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <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>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>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>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                                |

Playtest cards - Nowayh - 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-Breaker 2R</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 PLAY    botbox.dev</div></div> | <div><div>Fable of the Mirror-Breaker 2R</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 PLAY    botbox.dev</div></div> | <div><div>Fable of the Mirror-Breaker 2R</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 PLAY    botbox.dev</div></div> | <div><div>Fable of the Mirror-Breaker 2R</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 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.<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 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.<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 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.<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 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.<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 PLAY    botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target nonartifact creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                 | <div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target nonartifact creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                    | <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Kroxa, Titan of Death's Hunger</div><div><div>B</div><div>R</div></div></div> <div><div>Legendary Creature -- Elder Giant</div><div>When Kroxa enters, sacrifice it unless it escaped.<br/>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.<br/>Escape--{B}{B}{R}{R}, Exile five other cards from your graveyard.<br/>(You may cast this card from your graveyard for its escape cost.)</div></div> <div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Mutavault</div></div> <div><div>Land</div><div>{T}: Add {C}.<br/>{1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Mutavault</div></div> <div><div>Land</div><div>{T}: Add {C}.<br/>{1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                    | <div><div>Mutavault</div></div> <div><div>Land</div><div>{T}: Add {C}.<br/>{1}: This land becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                    |

## Mutavault

Land

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

## Sokenzan, Crucible of Defiance

## Legendary Land

{T}: Add {R}.  
Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.

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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

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L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**L 4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sulfurous Springs

Land

```
{T}: Add {C}.
{T}: Add {B} or {R}. This land deals
1 damage to you.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sulfurous Springs

Land

```
{T}: Add {C}.
{T}: Add {B} or {R}. This land deals
1 damage to you.
```

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B B

Flying  
Ward--Sacrifice a creature.  
Whenever a creature dies, target  
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life.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Destroy target creature with total power and toughness 5 or less.

[sideboard]

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②

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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| <div> Go Blank 2B </div> <div> Sorcery </div> <div> Target player discards two cards. Then exile that player's graveyard. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                         | <div> Heartless Act 1B </div> <div> Instant </div> <div> Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                      | <div> Heartless Act 1B </div> <div> Instant </div> <div> Choose one -- * Destroy target creature with no counters on it. * Remove up to three counters from target creature. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                     | <div> Kalitas, Traitor of Ghet 2BB </div> <div> Legendary Creature -- Vampire Warrior </div> <div> Lifelink If a nontoken creature an opponent controls would die, instead exile that card and create a 2/2 black Zombie creature token. {2}{B}, Sacrifice another Vampire or Zombie: Put two +1/+1 counters on Kalitas. </div> <div> [sideboard] </div> <div> 3/4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> Knight of Dusk's Shadow 1B </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> [sideboard] </div> <div> 2/2 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Knight of Dusk's Shadow 1B </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> [sideboard] </div> <div> 2/2 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Liliana of the Veil 1BB </div> <div> Legendary Planeswalker -- Liliana </div> <div> [+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. </div> <div> [sideboard] </div> <div> L 3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Liliana of the Veil 1BB </div> <div> Legendary Planeswalker -- Liliana </div> <div> [+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. </div> <div> [sideboard] </div> <div> L 3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>          |

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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> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </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> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |  |
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