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| <div><div>Archfiend of the Dross (2)(B)(B)</div><div>Creature -- Phyrexian Demon</div><div>Flying<br/>This creature enters with four oil counters on it.<br/>At the beginning of your upkeep, remove an oil counter from this creature. Then if it has no oil counters on it, you lose the game. Whenever a creature an opponent controls dies, its controller loses 2 life.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Bitter Triumph(1)(B)</div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{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.<br/>{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.<br/>{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.<br/>{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>-----<br/>- - - BACK FACE - - -</div><div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>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</div> <div>Land -- Swamp Mountain</div> <div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                       | <div>Blood Crypt</div> <div>Land -- Swamp Mountain</div> <div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                       | <div>Blood Crypt</div> <div>Land -- Swamp Mountain</div> <div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                       |
| <div>Blood Crypt</div> <div>Land -- Swamp Mountain</div> <div>{T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>       | <div>Bloodtithe Harvester (B)(R)</div> <div>Creature -- Vampire</div> <div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")<br/>{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Bloodtithe Harvester (B)(R)</div> <div>Creature -- Vampire</div> <div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")<br/>{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Bloodtithe Harvester (B)(R)</div> <div>Creature -- Vampire</div> <div>When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")<br/>{T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

Playtest cards - gskulking - Pioneer (Pioneer Challenge 64)

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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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.")</p> <p>{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>4/3</div> </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> <div> <div>Stomp</div> <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>           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> <div> <div>Stomp</div> <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>           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> <div> <div>Stomp</div> <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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                                    |
| <div> <b>Castle Locthwain</b> </div> <div>           Land         </div> <div> <p>This land enters tapped unless you control a Swamp.</p> <p>{T}: Add {B}.</p> <p>{1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                     | <div> <b>Duress</b> <span>(B)</span> </div> <div>           Sorcery         </div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                 | <div> <b>Fable of the Mirror-Breaker</b> <span>(2)(R)</span> </div> <div>           Enchantment -- Saga         </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."</p> <p>II -- You may discard up to two cards. If you do, draw that many cards.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>----- BACK FACE -----</div> </div> <div> <div>Reflection of Kiki-Jiki</div> </div> <div>           Enchantment Creature -- Goblin Shaman         </div> <div> <p>{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.</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Fable of the Mirror-Breaker</b> <span>(2)(R)</span> </div> <div>           Enchantment -- Saga         </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.)</p> <p>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."</p> <p>II -- You may discard up to two cards. If you do, draw that many cards.</p> <p>III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>----- BACK FACE -----</div> </div> <div> <div>Reflection of Kiki-Jiki</div> </div> <div>           Enchantment Creature -- Goblin Shaman         </div> <div> <p>{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.</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

Playtest cards - gskulking - Pioneer (Pioneer Challenge 64)

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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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev</div></div>                                                                                               |
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| <div> <b>Silversmote Ghou1</b> <div> <div>2</div> <div>B</div> </div> </div> <div>           Creature -- Zombie Vampire         </div> <div> <p>At the beginning of your end step, if you gained 3 or more life this turn, return this card from your graveyard to the battlefield tapped. {1}{B}, Sacrifice this creature: Draw a card.</p> </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                            | <div> <b>Sorin, Imperious Bloodlord</b> <div> <div>2</div> <div>B</div> </div> </div> <div>           Legendary Planeswalker -- Sorin         </div> <div> <p>[+1]: Target creature you control gains deathtouch and lifelink until end of turn. If it's a Vampire, put a +1/+1 counter on it.<br/>           [+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life.<br/>           [-3]: You may put a Vampire creature card from your hand onto the battlefield.</p> </div> <div> <div>L 4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Sorin, Imperious Bloodlord</b> <div> <div>2</div> <div>B</div> </div> </div> <div>           Legendary Planeswalker -- Sorin         </div> <div> <p>[+1]: Target creature you control gains deathtouch and lifelink until end of turn. If it's a Vampire, put a +1/+1 counter on it.<br/>           [+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life.<br/>           [-3]: You may put a Vampire creature card from your hand onto the battlefield.</p> </div> <div> <div>L 4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Sorin, Imperious Bloodlord</b> <div> <div>2</div> <div>B</div> </div> </div> <div>           Legendary Planeswalker -- Sorin         </div> <div> <p>[+1]: Target creature you control gains deathtouch and lifelink until end of turn. If it's a Vampire, put a +1/+1 counter on it.<br/>           [+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life.<br/>           [-3]: You may put a Vampire creature card from your hand onto the battlefield.</p> </div> <div> <div>L 4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
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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>                                                                                                                                       |

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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>Ashiok, Dream Render</b> (1)(U/B)(U/B)<br>Legendary Planeswalker -- Ashiok<br>Spells and abilities your opponents control can't cause their controller to search their library.<br>[-1]: Target player mills four cards. Then exile each opponent's graveyard.<br>[sideboard]<br>L 5<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>Extinction Event</b> (3)(B)<br>Sorcery<br>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                     | <b>Extinction Event</b> (3)(B)<br>Sorcery<br>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                     |

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| <p><b>Go Blank</b> (2)(B)</p> <p>Sorcery</p> <p>Target player discards two cards.<br/>Then exile that player's graveyard.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                 | <p><b>Go Blank</b> (2)(B)</p> <p>Sorcery</p> <p>Target player discards two cards.<br/>Then exile that player's graveyard.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                 | <p><b>Knight of Dusk's Shadow</b> (1)(B)</p> <p>Creature -- Human Knight</p> <p>Menace (This creature can't be blocked except by two or more creatures.)<br/>Your opponents can't gain life.<br/>{1}{B}: This creature gets +1/+1 until end of turn.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                  | <p><b>Knight of Dusk's Shadow</b> (1)(B)</p> <p>Creature -- Human Knight</p> <p>Menace (This creature can't be blocked except by two or more creatures.)<br/>Your opponents can't gain life.<br/>{1}{B}: This creature gets +1/+1 until end of turn.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                  |
| <p><b>Kolaghan's Command</b> (1)(B)(R)</p> <p>Instant</p> <p>Choose two --<br/>* Return target creature card from your graveyard to your hand.<br/>* Target player discards a card.<br/>* Destroy target artifact.<br/>* Kolaghan's Command deals 2 damage to any target.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Kolaghan's Command</b> (1)(B)(R)</p> <p>Instant</p> <p>Choose two --<br/>* Return target creature card from your graveyard to your hand.<br/>* Target player discards a card.<br/>* Destroy target artifact.<br/>* Kolaghan's Command deals 2 damage to any target.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Liliana of the Veil</b> (1)(B)(B)</p> <p>Legendary Planeswalker -- Liliana</p> <p>[+1]: Each player discards a card.<br/>[-2]: Target player sacrifices a creature.<br/>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</p> <p>[sideboard]</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Liliana of the Veil</b> (1)(B)(B)</p> <p>Legendary Planeswalker -- Liliana</p> <p>[+1]: Each player discards a card.<br/>[-2]: Target player sacrifices a creature.<br/>[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.</p> <p>[sideboard]</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div> <div> <b>Path of Peril</b> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Path of Peril</b> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Unlicensed Hearse</b> <div> <div>2</div> </div> </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> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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