

Bitter Triumph

① B

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blackcleave Cliffs

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blackleaf Cliffs

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {B} or {R}.

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Blackleave Cliffs

Land

This land enters tapped unless you control two or fewer other lands.
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Blackleaf Cliffs

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {B} or {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

Playtest cards - tchuco - Pioneer (Pioneer Challenge 32)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 1/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.) 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>	<div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.) 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>	<div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>{T}: Add {B} or {R}.) 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>	<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.") {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>
<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.") {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>	<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.") {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>	<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.") {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>	<div><div>Castle Locthwain</div><div>Land</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dusk Legion Zealot (1)(B) </div> <div>Creature -- Vampire Soldier</div> <div> When this creature enters, you draw a card and you lose 1 life. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dusk Legion Zealot (1)(B) </div> <div>Creature -- Vampire Soldier</div> <div> When this creature enters, you draw a card and you lose 1 life. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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>Fatal Push</div><div>B</div></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 PLAYbotbox.dev</div>	<div><div>Fatal Push</div><div>B</div></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 PLAYbotbox.dev</div>	<div><div>Fatal Push</div><div>B</div></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 PLAYbotbox.dev</div>	<div><div>Hive of the Eye Tyrant</div></div> <div>Land</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Hive of the Eye Tyrant</div></div> <div>Land</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mountain</div></div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mutavault</div></div> <div>Token Land</div> <div>{T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mutavault</div></div> <div>Token Land</div> <div>{T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Mutavault

Token Land

```
{T}: Add {C}.
{1}: This token becomes a 2/2
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```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

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```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Preacher of the Schism (2)(B)

Creature -- Vampire Cleric

Deathtouch
Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.
Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.

2/4

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Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.
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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Reckoner Bankbuster ⁽²⁾

Artifact -- Vehicle

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

4/4

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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

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Sheoldred's Edict (1)(B)

Instant

```
Choose one --
* Each opponent sacrifices a
nontoken creature of their choice.
* Each opponent sacrifices a
creature token of their choice.
* Each opponent sacrifices a
planeswalker of their choice.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Sheoldred, the Apocalypse (2)(B)(B)

Legendary Creature -- Phyrexian Praetor

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Deathtouch
Whenever you draw a card, you gain 2
life.
Whenever an opponent draws a card,
they lose 2 life.
```

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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<div> <div> Sheoldred, the Apocalypse 2 B B </div> <div> Legendary Creature -- Phyrexian Praetor </div> </div> <div> <p>Deathtouch</p> <p>Whenever you draw a card, you gain 2 life.</p> <p>Whenever an opponent draws a card, they lose 2 life.</p> </div> <div> <div>4/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div> Sorin, Imperious Bloodlord 2 B </div> <div> Legendary Planeswalker -- Sorin </div> </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.</p> <p>[+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life.</p> <p>[-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> <div> Sorin, Imperious Bloodlord 2 B </div> <div> Legendary Planeswalker -- Sorin </div> </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.</p> <p>[+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life.</p> <p>[-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> <div> Sorin, Imperious Bloodlord 2 B </div> <div> Legendary Planeswalker -- Sorin </div> </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.</p> <p>[+1]: You may sacrifice a Vampire. When you do, Sorin deals 3 damage to any target and you gain 3 life.</p> <p>[-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>Takenuma, Abandoned Mire</div> <div>Legendary Land</div> <div>{T}: Add {B}. 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>
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Vein Ripper (3 B B B) Creature -- Vampire Assassin 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	Vein Ripper (3 B B B) Creature -- Vampire Assassin 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	Vein Ripper (3 B B B) Creature -- Vampire Assassin 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	Vein Ripper (3 B B B) Creature -- Vampire Assassin 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
Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Extinction Event (3 B) Sorcery 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	Go Blank (2 B) Sorcery Target player discards two cards. Then exile that player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<p>Go Blank (2)(B)</p> <p>Sorcery</p> <p>Target player discards two cards. Then exile that player's graveyard.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Grafddigger's Cage (1)</p> <p>Artifact</p> <p>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Grafddigger's Cage (1)</p> <p>Artifact</p> <p>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Kolaghan's Command (1)(B)(R)</p> <p>Instant</p> <p>Choose two --</p> <ul style="list-style-type: none"> * Return target creature card from your graveyard to your hand. * Target player discards a card. * Destroy target artifact. * Kolaghan's Command deals 2 damage to any target. <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Liliana of the Veil (1)(B)(B)</p> <p>Legendary Planeswalker -- Liliana</p> <p>[+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.</p> <p>[sideboard]</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Liliana of the Veil (1)(B)(B)</p> <p>Legendary Planeswalker -- Liliana</p> <p>[+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.</p> <p>[sideboard]</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Path of Peril (1)(B)(B)</p> <p>Sorcery</p> <p>Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less].</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Path of Peril (1)(B)(B)</p> <p>Sorcery</p> <p>Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Destroy all creatures [with mana value 2 or less].</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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<div> <div> Sheoldred's Edict <div> <div>1</div> <div>B</div> </div> </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice. <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> The End <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> Instant </div> <div> This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Unlicensed Hearse <div> <div>2</div> </div> </div> <div> Artifact -- Vehicle </div> <div> {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 <div>[sideboard]</div> </div> <div> <div> <div>*/*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>
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