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

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| <div><div><b>Blood Crypt</b></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>                                                                                                                                                                                                                                                 | <div><div><b>Blood Crypt</b></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>                                                                                                                                                                                                                                                 | <div><div><b>Blood Crypt</b></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>                                                                                                                                                                                                                                                 | <div><div><b>Bloodtithe Harvester</b> <b>B</b> <b>R</b></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> |
| <div><div><b>Bloodtithe Harvester</b> <b>B</b> <b>R</b></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> | <div><div><b>Bloodtithe Harvester</b> <b>B</b> <b>R</b></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> | <div><div><b>Bloodtithe Harvester</b> <b>B</b> <b>R</b></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> | <div><div><b>Duress</b> <b>B</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 PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                           |

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| <div> <b>Duress</b> <span>1</span><span>B</span> </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> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div> | <div> <b>Dusk Legion Zealot</b> <span>1</span><span>B</span> </div> <div> Creature -- Vampire Soldier </div> <div> When this creature enters, you draw a card and you lose 1 life. </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div> <b>Dusk Legion Zealot</b> <span>1</span><span>B</span> </div> <div> Creature -- Vampire Soldier </div> <div> When this creature enters, you draw a card and you lose 1 life. </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div> <b>Dusk Legion Zealot</b> <span>1</span><span>B</span> </div> <div> Creature -- Vampire Soldier </div> <div> When this creature enters, you draw a card and you lose 1 life. </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <div> <b>Dusk Legion Zealot</b> <span>1</span><span>B</span> </div> <div> Creature -- Vampire Soldier </div> <div> When this creature enters, you draw a card and you lose 1 life. </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>                     | <div> <b>Fable of the Mirror-Breaker</b> <span>2</span><span>R</span> </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> <b>Reflection of Kiki-Jiki</b> </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> <b>Fable of the Mirror-Breaker</b> <span>2</span><span>R</span> </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> <b>Reflection of Kiki-Jiki</b> </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> <b>Fable of the Mirror-Breaker</b> <span>2</span><span>R</span> </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> <b>Reflection of Kiki-Jiki</b> </div> <div> Enchantment Creature -- Goblin Shaman </div> <div> {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. </div> <div> 2/2 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div> |

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| <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.)<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> | <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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| <b>Hive of the Eye Tyrant</b><br><hr/> Land<br><hr/> <p>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.</p> | <b>Mutavault</b><br><hr/> Token Land<br><hr/> <p>{T}: Add {C}.<br/> {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</p>                                                              | <b>Mutavault</b><br><hr/> Token Land<br><hr/> <p>{T}: Add {C}.<br/> {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</p>                                                              | <b>Mutavault</b><br><hr/> Token Land<br><hr/> <p>{T}: Add {C}.<br/> {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</p>                                                                                                                                                               |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                      |
| <b>Mutavault</b><br><hr/> Token Land<br><hr/> <p>{T}: Add {C}.<br/> {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.</p>                                                                                                                                                                              | <b>Sheoldred, the Apocalypse</b> ②ⒷⒷ<br><hr/> Legendary Creature -- Phyrexian Praetor<br><hr/> <p>Deathtouch<br/> Whenever you draw a card, you gain 2 life.<br/> Whenever an opponent draws a card, they lose 2 life.</p> <div>4/5</div> | <b>Sheoldred, the Apocalypse</b> ②ⒷⒷ<br><hr/> Legendary Creature -- Phyrexian Praetor<br><hr/> <p>Deathtouch<br/> Whenever you draw a card, you gain 2 life.<br/> Whenever an opponent draws a card, they lose 2 life.</p> <div>4/5</div> | <b>Smuggler's Copter</b> ②<br><hr/> Artifact -- Vehicle<br><hr/> <p>Flying<br/> Whenever this Vehicle attacks or blocks, you may draw a card. If you do, discard a card.<br/> Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)</p> <div>3/3</div> |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                      |

Playtest cards - mortadela - 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 5/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Sokenzan, Crucible of Defiance</b><br><b>Legendary Land</b><br>{ T } : Add { R } .<br>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.<br><div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                      | <b>Sorin, Imperious Bloodlord</b> 2 B<br><b>Legendary Planeswalker -- Sorin</b><br>[+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.<br><div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Sorin, Imperious Bloodlord</b> 2 B<br><b>Legendary Planeswalker -- Sorin</b><br>[+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.<br><div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Sorin, Imperious Bloodlord</b> 2 B<br><b>Legendary Planeswalker -- Sorin</b><br>[+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.<br><div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Sorin, Imperious Bloodlord</b> 2 B<br><b>Legendary Planeswalker -- Sorin</b><br>[+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.<br><div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Sulfurous Springs</b><br><b>Land</b><br>{ T } : Add { C } .<br>{ T } : Add { B } or { R } . This land deals 1 damage to you.<br><div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                  | <b>Sulfurous Springs</b><br><b>Land</b><br>{ T } : Add { C } .<br>{ T } : Add { B } or { R } . This land deals 1 damage to you.<br><div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                  | <b>Sulfurous Springs</b><br><b>Land</b><br>{ T } : Add { C } .<br>{ T } : Add { B } or { R } . This land deals 1 damage to you.<br><div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                  |

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| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                    | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                    | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                    | <div><div>Takenuma, Abandoned Mire</div><div>Legendary Land</div><div>{T}: Add {B}.<br/>Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div></div> <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><hr/> Flying<br>Ward--Sacrifice a creature.<br>Whenever a creature dies, target opponent loses 2 life and you gain 2 life.<br><div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev       | <b>Vein Ripper</b> (3 B B B)<br>Creature -- Vampire Assassin<br><hr/> Flying<br>Ward--Sacrifice a creature.<br>Whenever a creature dies, target opponent loses 2 life and you gain 2 life.<br><div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Vein Ripper</b> (3 B B B)<br>Creature -- Vampire Assassin<br><hr/> Flying<br>Ward--Sacrifice a creature.<br>Whenever a creature dies, target opponent loses 2 life and you gain 2 life.<br><div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Vein Ripper</b> (3 B B B)<br>Creature -- Vampire Assassin<br><hr/> Flying<br>Ward--Sacrifice a creature.<br>Whenever a creature dies, target opponent loses 2 life and you gain 2 life.<br><div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Blot Out</b> (2 B)<br>Instant<br><hr/> Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Cut Down</b> (B)<br>Instant<br><hr/> Destroy target creature with total power and toughness 5 or less.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                       | <b>Cut Down</b> (B)<br>Instant<br><hr/> Destroy target creature with total power and toughness 5 or less.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                       | <b>Duress</b> (B)<br>Sorcery<br><hr/> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br>[sideboard]<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                       |

Playtest cards - mortadela - 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 8/10 - 8 cards - 2.5 x 3.5 in each

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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>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>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> | <p><b>Reckoner Bankbuster</b> (2)</p> <p>Artifact -- Vehicle</p> <p>This Vehicle enters with three charge counters on it.<br/>{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."<br/>Crew 3</p> <p>[sideboard]</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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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. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."</p> <p>Crew 3</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div>Torpor Orb</div> <div>②</div> </div> <div>Artifact</div> <div> <p>Creatures entering don't cause abilities to trigger.</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div>Torpor Orb</div> <div>②</div> </div> <div>Artifact</div> <div> <p>Creatures entering don't cause abilities to trigger.</p> <p>[sideboard]</p> </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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