

## 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

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## Blackleaf Cliffs

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{T}: Add {B} or {R}.

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## Blackcleave Cliffs

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### Blightstep Pathway

Land

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

- - - BACK FACE - - -

## Searstep Pathway

Land

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

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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.

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**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>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>Castle Locthwain</b><br>Land<br>This land enters tapped unless you control a Swamp.<br>{T}: Add {B}.<br>{1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand.<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>Fable of the Mirror-Breaker</b> (2)(R)<br>Enchantment -- Saga<br>(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.<br>----- BACK FACE -----<br><b>Reflection of Kiki-Jiki</b><br>Enchantment Creature -- Goblin Shaman<br>{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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - Misplacedginger - 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 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>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 PushB</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>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div><div><b>Gifted Aetherborn</b></div><div><div>B</div><div>B</div></div></div><div><div>Creature -- Aetherborn Vampire</div><div>Deathtouch, lifelink</div></div><div><div>2/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                      | <div><div><div><b>Hive of the Eye Tyrant</b></div><div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div><b>Liliana of the Veil</b></div><div><div>1</div><div>B</div><div>B</div></div></div><div><div>Legendary Planeswalker -- Liliana</div><div>[+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.</div></div><div><div>L 3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Mountain</b></div><div></div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                             |
| <div><div><div><b>Mutavault</b></div><div></div></div><div><div>Token Land</div><div>{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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Mutavault</b></div><div></div></div><div><div>Token Land</div><div>{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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                              | <div><div><div><b>Mutavault</b></div><div></div></div><div><div>Token Land</div><div>{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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                      | <div><div><div><b>Mutavault</b></div><div></div></div><div><div>Token Land</div><div>{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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                  | <div> <div>Sorin, Imperious Bloodlord</div> <div>2B</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.</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>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Sorin, Imperious Bloodlord</div> <div>2B</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.</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>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

## Sulfurous Springs

Land

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

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## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land - - Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Takenuma, Abandoned Mire**

## Legendary Land

{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.

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**B**

## Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

## Sorcery

Target player reveals their hand.  
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| <p><b>Vein Ripper</b> (3)(B)(B)(B)</p> <p>Creature -- Vampire Assassin</p> <p>Flying<br/>Ward--Sacrifice a creature.<br/>Whenever a creature dies, target opponent loses 2 life and you gain 2 life.</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Vein Ripper</b> (3)(B)(B)(B)</p> <p>Creature -- Vampire Assassin</p> <p>Flying<br/>Ward--Sacrifice a creature.<br/>Whenever a creature dies, target opponent loses 2 life and you gain 2 life.</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                  | <p><b>Vein Ripper</b> (3)(B)(B)(B)</p> <p>Creature -- Vampire Assassin</p> <p>Flying<br/>Ward--Sacrifice a creature.<br/>Whenever a creature dies, target opponent loses 2 life and you gain 2 life.</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Vein Ripper</b> (3)(B)(B)(B)</p> <p>Creature -- Vampire Assassin</p> <p>Flying<br/>Ward--Sacrifice a creature.<br/>Whenever a creature dies, target opponent loses 2 life and you gain 2 life.</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Blot Out</b> (2)(B)</p> <p>Instant</p> <p>Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>  | <p><b>Damping Sphere</b> (2)</p> <p>Artifact</p> <p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br/>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Duress</b> (B)</p> <p>Sorcery</p> <p>Target opponent reveals their hand.<br/>You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                           | <p><b>Extinction Event</b> (3)(B)</p> <p>Sorcery</p> <p>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                       |

Playtest cards - Misplacedginger - Pioneer (Pioneer Challenge 32)

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| <b>Gifted Aetherborn</b> <b>(B)(B)</b><br>Creature -- Aetherborn Vampire<br>Deathtouch, lifelink<br>[sideboard]<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                               | <b>Gifted Aetherborn</b> <b>(B)(B)</b><br>Creature -- Aetherborn Vampire<br>Deathtouch, lifelink<br>[sideboard]<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                               | <b>Grafdigger's Cage</b> <b>(1)</b><br>Artifact<br>Creature cards in graveyards and libraries can't enter the battlefield.<br>Players can't cast spells from graveyards or libraries.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                         | <b>Grafdigger's Cage</b> <b>(1)</b><br>Artifact<br>Creature cards in graveyards and libraries can't enter the battlefield.<br>Players can't cast spells from graveyards or libraries.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                           |
| <b>Knight of Dusk's Shadow</b> <b>(1)(B)</b><br>Creature -- Human Knight<br>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.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Knight of Dusk's Shadow</b> <b>(1)(B)</b><br>Creature -- Human Knight<br>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.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Knight of Dusk's Shadow</b> <b>(1)(B)</b><br>Creature -- Human Knight<br>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.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Reckoner Bankbuster</b> <b>(2)</b><br>Artifact -- Vehicle<br>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<br>[sideboard]<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - Misplacedginger - 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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Unlicensed Hearse②</div><div>Artifact -- Vehicle</div><div>{T}: Exile up to two target cards from a single graveyard.<br/>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.<br/>Crew 2</div><div>[sideboard]</div><div><div>*/*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Unlicensed Hearse②</div><div>Artifact -- Vehicle</div><div>{T}: Exile up to two target cards from a single graveyard.<br/>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.<br/>Crew 2</div><div>[sideboard]</div><div><div>*/*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Unlicensed Hearse②</div><div>Artifact -- Vehicle</div><div>{T}: Exile up to two target cards from a single graveyard.<br/>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.<br/>Crew 2</div><div>[sideboard]</div><div><div>*/*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |  |
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