

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Blightstep Pathway Land {T}: Add {B}. ----- - - - BACK FACE - - - Searstep Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blightstep Pathway Land {T}: Add {B}. ----- - - - BACK FACE - - - Searstep Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blightstep Pathway Land {T}: Add {B}. ----- - - - BACK FACE - - - Searstep Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blightstep Pathway Land {T}: Add {B}. ----- - - - BACK FACE - - - Searstep Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Bloodtithe Harvester (B)(R) Creature -- Vampire When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodtithe Harvester (B)(R) Creature -- Vampire When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodtithe Harvester (B)(R) Creature -- Vampire When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodtithe Harvester (B)(R) Creature -- Vampire When this creature enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {T}, Sacrifice this creature: Target creature gets -X/-X until end of turn, where X is twice the number of Blood tokens you control. Activate only as a sorcery. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Blooming Marsh

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Cauldron Familiar

B

Creature -- Cat

When this creature enters, each opponent loses 1 life and you gain 1 life.

Sacrifice a Food: Return this card from your graveyard to the battlefield.

1/1

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Claim the Firstborn

®

Sorcery

Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Claim the Firstborn R Sorcery Gain control of target creature with mana value 3 or less until end of turn. Untap that creature. It gains haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darkbore Pathway Land {T}: Add {B}. Slitherbore Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darkbore Pathway Land {T}: Add {B}. Slitherbore Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deadly Dispute 1B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Fable of the Mirror-Breaker2R

Enchantment -- Saga

(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."
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-- -- BACK FACE -- --

Reflection of Kiki-Jiki

Enchantment Creature -- Goblin Shaman

{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.

2/2

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Fatal PushB

Instant

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.

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Mayhem Devil1BR

Creature -- Devil

Whenever a player sacrifices a permanent, this creature deals 1 damage to any target.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mayhem Devil 1 B R Creature -- Devil Whenever a player sacrifices a permanent, this creature deals 1 damage to any target. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mayhem Devil 1 B R Creature -- Devil Whenever a player sacrifices a permanent, this creature deals 1 damage to any target. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mayhem Devil 1 B R Creature -- Devil Whenever a player sacrifices a permanent, this creature deals 1 damage to any target. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Overgrown Tomb Land -- Swamp Forest {T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scavenger's Talent B Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever one or more creatures you control die, create a Food token. This ability triggers only once each turn. {1}{B}: Level 2 Whenever you sacrifice a permanent, target player mills two cards. {2}{B}: Level 3 At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scavenger's Talent B Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever one or more creatures you control die, create a Food token. This ability triggers only once each turn. {1}{B}: Level 2 Whenever you sacrifice a permanent, target player mills two cards. {2}{B}: Level 3 At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scavenger's Talent B Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever one or more creatures you control die, create a Food token. This ability triggers only once each turn. {1}{B}: Level 2 Whenever you sacrifice a permanent, target player mills two cards. {2}{B}: Level 3 At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Witch's Oven 1 Artifact {T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Witch's Oven 1 Artifact {T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Witch's Oven 1 Artifact {T}, Sacrifice a creature: Create a Food token. If the sacrificed creature's toughness was 4 or greater, create two Food tokens instead. (They're artifacts with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Abrupt Decay BG Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abrupt Decay BG Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ashiok, Dream Render 1U/BU/B Legendary Planeswalker -- Ashiok Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ashiok, Dream Render 1U/BU/B Legendary Planeswalker -- Ashiok Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - jbtwist - 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.

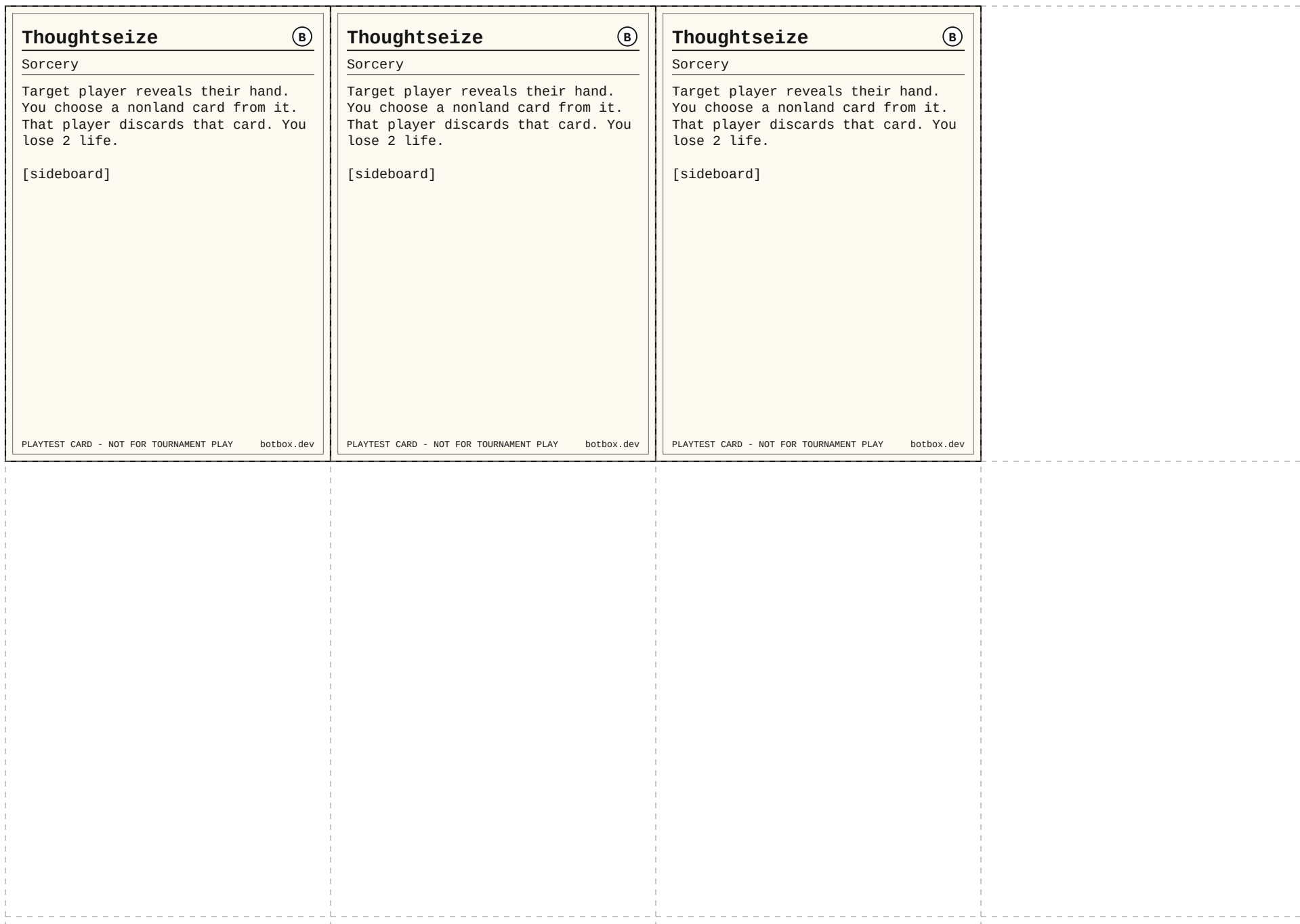
sheet 8/10 - 8 cards - 2.5 x 3.5 in each

Ashiok, Dream Render 1 U/B U/B Legendary Planeswalker -- Ashiok Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Haywire Mite 1 Artifact Creature -- Insect When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jegantha, the Wellspring 4 R/G Legendary Creature -- Elemental Elk Companion -- No card in your starting deck has more than one of the same mana symbol in its mana cost. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) {T}: Add {W}{U}{B}{R}{G}. This mana can't be spent to pay generic mana costs. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ob Nixilis, the Adversary 1 B R Legendary Planeswalker -- Nixilis Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.) [+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life. [-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target." [-7]: Target player draws seven cards and loses 7 life. [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ob Nixilis, the Adversary 1 B R Legendary Planeswalker -- Nixilis Casualty X. The copy isn't legendary and has starting loyalty X. (As you cast this spell, you may sacrifice a creature with power X. When you do, copy this spell. The copy becomes a token.) [+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life. [-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target." [-7]: Target player draws seven cards and loses 7 life. [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Redcap Melee R Instant Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Meathook Massacre X B B Legendary Enchantment When The Meathook Massacre enters, each creature gets -X/-X until end of turn. Whenever a creature you control dies, each opponent loses 1 life. Whenever a creature an opponent controls dies, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Meathook Massacre X B B Legendary Enchantment When The Meathook Massacre enters, each creature gets -X/-X until end of turn. Whenever a creature you control dies, each opponent loses 1 life. Whenever a creature an opponent controls dies, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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