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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>----- 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>----- 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>----- 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>----- 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> |

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| <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div><div>({T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div><div>({T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div><div>({T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                | <div><div><b>Blood Crypt</b></div><div>Land -- Swamp Mountain</div><div><div>({T}: Add {B} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                |
| <div><div><b>Case of the Stashed Skeleton</b> ① ②</div><div>Enchantment -- Case</div><div><div>When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.)</div><div>To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.)</div><div>Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Case of the Stashed Skeleton</b> ① ②</div><div>Enchantment -- Case</div><div><div>When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.)</div><div>To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.)</div><div>Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Case of the Stashed Skeleton</b> ① ②</div><div>Enchantment -- Case</div><div><div>When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.)</div><div>To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.)</div><div>Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><b>Case of the Stashed Skeleton</b> ① ②</div><div>Enchantment -- Case</div><div><div>When this Case enters, create a 2/1 black Skeleton creature token and suspect it. (It has menace and can't block.)</div><div>To solve -- You control no suspected Skeletons. (If unsolved, solve at the beginning of your end step.)</div><div>Solved -- {1}{B}, Sacrifice this Case: Search your library for a card, put it into your hand, then shuffle. Activate only as a sorcery.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div> <b>Cling to Dust</b> <span>(B)</span> </div> <div> Instant </div> <div> <p>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</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>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.)<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.</p> </div> <div> <div> BACK FACE </div> </div> <div> <b>Reflection of Kiki-Jiki</b> </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.)<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.</p> </div> <div> <div> BACK FACE </div> </div> <div> <b>Reflection of Kiki-Jiki</b> </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.)<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.</p> </div> <div> <div> BACK FACE </div> </div> <div> <b>Reflection of Kiki-Jiki</b> </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.)<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.</p> </div> <div> <div> BACK FACE </div> </div> <div> <b>Reflection of Kiki-Jiki</b> </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>Fatal Push</b> <span>(B)</span> </div> <div> Instant </div> <div> <p>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.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |

Playtest cards - Swarm\_OF\_Mats - 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 3/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Fatal Push</div><div>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</div><div>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</div><div>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>Fountainport</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Fountainport</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div>Fountainport</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div>Fountainport</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice a token: Draw a card.<br/>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.<br/>{4}, {T}: Create a Treasure token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      |

## Mutavault

Token Land

```
{T}: Add {C}.
{1}: This token becomes a 2/2
creature with all creature types
until end of turn. It's still a
land.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mutavault

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mutavault

Token Land

{T}: Add {C}.  
{1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land.

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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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## Sokenzan, Crucible of Defiance

## Legendary Land

{T}: Add {R}.  
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.

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## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land - - Swamp

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

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| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>( {T} ): Add {B} . )</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Torch the Tower</div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Torch the Tower</div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Torch the Tower</div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1. If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Exile target creature. That creature's controller reveals cards from the top of their library until they reveal a creature card. That player puts that card onto the battlefield, then shuffles the rest into their library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Exile target creature. That creature's controller reveals cards from the top of their library until they reveal a creature card. That player puts that card onto the battlefield, then shuffles the rest into their library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.  
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

- - - RIGHT HALF - - -

③ ⑤ ⑤

When you unlock this door, create a 6/6 black Demon creature token with flying.  
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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- - - RIGHT HALF - - -

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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- - - RIGHT HALF - - -

3 B B

When you unlock this door, create a 6/6 black Demon creature token with flying.  
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

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| <div> <b>Unholy Annex</b> <span>2B</span> </div> <div>           Enchantment -- Room         </div> <div> <p>At the beginning of your end step, draw a card. If you control a Demon, each opponent loses 2 life and you gain 2 life. Otherwise, you lose 2 life.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div>           ----- RIGHT HALF -----         </div> <div> <b>Ritual Chamber</b> <span>3BB</span> </div> <div>           Enchantment -- Room         </div> <div> <p>When you unlock this door, create a 6/6 black Demon creature token with flying.</p> <p>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Urborg, Tomb of Yawgmoth</b> </div> <div>           Legendary Land         </div> <div> <p>Each land is a Swamp in addition to its other land types.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                 | <div> <b>Valgavoth, Terror Eater</b> <span>6BBB</span> </div> <div>           Legendary Creature -- Elder Demon         </div> <div> <p>Flying, lifelink</p> <p>Ward--Sacrifice three nonland permanents.</p> <p>If a card you didn't control would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>During your turn, you may play cards exiled with Valgavoth. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost.</p> </div> <div> <div>9/9</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Valgavoth, Terror Eater</b> <span>6BBB</span> </div> <div>           Legendary Creature -- Elder Demon         </div> <div> <p>Flying, lifelink</p> <p>Ward--Sacrifice three nonland permanents.</p> <p>If a card you didn't control would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>During your turn, you may play cards exiled with Valgavoth. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost.</p> </div> <div> <div>9/9</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> |
| <div> <b>Cut Down</b> <span>B</span> </div> <div>           Instant         </div> <div> <p>Destroy target creature with total power and toughness 5 or less.</p> </div> <div> <p>[sideboard]</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> <p>[sideboard]</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> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                                                                                         | <div> <b>Extinction Event</b> <span>3B</span> </div> <div>           Sorcery         </div> <div> <p>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</p> </div> <div> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                                                                                                   |

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| <div> <div> <b>Extinction Event</b> <div> <div>3</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                         | <div> <div> <b>Ob Nixilis, the Adversary</b> <div> <div>1</div> <div>B</div> <div>R</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Nixilis</div> <div> <p>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.)</p> <p>[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.</p> <p>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."</p> <p>[-7]: Target player draws seven cards and loses 7 life.</p> <p>[sideboard]</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> | <div> <div> <b>Ob Nixilis, the Adversary</b> <div> <div>1</div> <div>B</div> <div>R</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Nixilis</div> <div> <p>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.)</p> <p>[+1]: Each opponent loses 2 life unless they discard a card. If you control a Demon or Devil, you gain 2 life.</p> <p>[-2]: Create a 1/1 red Devil creature token with "When this token dies, it deals 1 damage to any target."</p> <p>[-7]: Target player draws seven cards and loses 7 life.</p> <p>[sideboard]</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> | <div> <div> <b>Sire of Insanity</b> <div> <div>4</div> <div>B</div> <div>R</div> </div> </div> <div> <div> <div>Creature -- Demon</div> <div> <p>At the beginning of each end step, each player discards their hand.</p> <p>[sideboard]</p> </div> <div> <div>6/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div>                                                                      |
| <div> <div> <b>Sire of Insanity</b> <div> <div>4</div> <div>B</div> <div>R</div> </div> </div> <div> <div> <div>Creature -- Demon</div> <div> <p>At the beginning of each end step, each player discards their hand.</p> <p>[sideboard]</p> </div> <div> <div>6/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> | <div> <div> <b>Unlicensed Hearse</b> <div> <div>2</div> </div> </div> <div> <div> <div>Artifact -- Vehicle</div> <div> <p>{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</p> <p>[sideboard]</p> </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                     | <div> <div> <b>Unlicensed Hearse</b> <div> <div>2</div> </div> </div> <div> <div> <div>Artifact -- Vehicle</div> <div> <p>{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</p> <p>[sideboard]</p> </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                     | <div> <div> <b>Unlicensed Hearse</b> <div> <div>2</div> </div> </div> <div> <div> <div>Artifact -- Vehicle</div> <div> <p>{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</p> <p>[sideboard]</p> </div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> |

Playtest cards - Swarm\_OF\_Mats - 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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div> <b>Unlicensed Hearse</b> <div>2</div> </div> <div>           Artifact -- Vehicle           <div> <div> <div>{T}: Exile up to two target cards from a single graveyard.</div> <div>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</div> <div>Crew 2</div> </div> <div> <div>[sideboard]</div> <div> <div>*/*</div> </div> </div> </div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Withering Torment</b> <div>2B</div> </div> <div>           Instant           <div> <div>           Destroy target creature or enchantment. You lose 2 life.           </div> <div> <div>[sideboard]</div> </div> </div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Withering Torment</b> <div>2B</div> </div> <div>           Instant           <div> <div>           Destroy target creature or enchantment. You lose 2 life.           </div> <div> <div>[sideboard]</div> </div> </div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
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