

Blightstep Pathway Land {T}: Add {B}. ----- BACK FACE ----- Searstep Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Canyon Slough Land -- Swamp Mountain {T}: Add {B} or {R}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Captain Lannery Storm 2R Legendary Creature -- Human Pirate Haste Whenever Captain Lannery Storm attacks, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Whenever you sacrifice a Treasure, Captain Lannery Storm gets +1/+0 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Captain Lannery Storm 2R Legendary Creature -- Human Pirate Haste Whenever Captain Lannery Storm attacks, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Whenever you sacrifice a Treasure, Captain Lannery Storm gets +1/+0 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Captain Lannery Storm 2R Legendary Creature -- Human Pirate Haste Whenever Captain Lannery Storm attacks, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Whenever you sacrifice a Treasure, Captain Lannery Storm gets +1/+0 until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Charming Scoundrel ①② Creature -- Human Rogue Haste When this creature enters, choose one -- * Discard a card, then draw a card. * Create a Treasure token. * Create a Wicked Role token attached to target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Charming Scoundrel ①② Creature -- Human Rogue Haste When this creature enters, choose one -- * Discard a card, then draw a card. * Create a Treasure token. * Create a Wicked Role token attached to target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Charming Scoundrel ①② Creature -- Human Rogue Haste When this creature enters, choose one -- * Discard a card, then draw a card. * Create a Treasure token. * Create a Wicked Role token attached to target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Charming Scoundrel ①② Creature -- Human Rogue Haste When this creature enters, choose one -- * Discard a card, then draw a card. * Create a Treasure token. * Create a Wicked Role token attached to target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Collector's Vault ② Artifact {2}, {T}: Draw a card, then discard a card. 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	Deadly Dispute ①② 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	Deadly Dispute ①② 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	Dragonskull Summit Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Fountainport Land {T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goldhound Artifact Creature -- Treasure Dog First strike Menace (This creature can't be blocked except by two or more creatures.) {T}, Sacrifice this creature: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goldhound Artifact Creature -- Treasure Dog First strike Menace (This creature can't be blocked except by two or more creatures.) {T}, Sacrifice this creature: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goldhound Artifact Creature -- Treasure Dog First strike Menace (This creature can't be blocked except by two or more creatures.) {T}, Sacrifice this creature: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - bozidar2121 - 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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First strike
Menace (This creature can't be blocked except by two or more creatures.)
{T}, Sacrifice this creature: Add one mana of any color.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R R

Flying, haste
Whenever this creature attacks or becomes the target of a spell, create a Treasure token.
Treasures you control have "{T}, Sacrifice this artifact: Add two mana of any one color."

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever this creature attacks or becomes the target of a spell, create a Treasure token.
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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

At the beginning of your upkeep, if you control three or more artifacts, you gain 1 life.

{T}: Add {C}.

{4}, {T}, Sacrifice Inventors' Fair: Search your library for an artifact card, reveal it, put it into your hand, then shuffle. Activate only if you control three or more artifacts.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BR

When Kalain enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Other creatures you control enter with an additional +1/+1 counter on them for each mana from a Treasure spent to cast them.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BR

When Kaladin enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Other creatures you control enter with an additional +1/+1 counter on them for each mana from a Treasure spent to cast them.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

Kalain, Reclusive Painter (B)(R) Legendary Creature -- Human Elf Bard When Kalain enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) Other creatures you control enter with an additional +1/+1 counter on them for each mana from a Treasure spent to cast them. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kalain, Reclusive Painter (B)(R) Legendary Creature -- Human Elf Bard When Kalain enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) Other creatures you control enter with an additional +1/+1 counter on them for each mana from a Treasure spent to cast them. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marionette Master (4)(B)(B) Creature -- Human Artificer Fabricate 3 (When this creature enters, put three +1/+1 counters on it or create three 1/1 colorless Servo artifact creature tokens.) Whenever an artifact you control is put into a graveyard from the battlefield, target opponent loses life equal to this creature's power. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marionette Master (4)(B)(B) Creature -- Human Artificer Fabricate 3 (When this creature enters, put three +1/+1 counters on it or create three 1/1 colorless Servo artifact creature tokens.) Whenever an artifact you control is put into a graveyard from the battlefield, target opponent loses life equal to this creature's power. 1/3 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	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mountain

Basic Land -- Mountain

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

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Basic Land -- Mountain

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

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Ognis, the Dragon's Lash (1)(B/R)(R)(R/G)

Legendary Creature -- Lizard Warrior

Haste
Whenever a creature you control with haste attacks, create a tapped Treasure token.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Professional Face-Breaker (2)(R)

Creature -- Human Warrior

Menace
Whenever one or more creatures you control deal combat damage to a player, create a Treasure token.
Sacrifice a Treasure: Exile the top card of your library. You may play that card this turn.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Fireweaver ①R

Creature -- Human Artificer

Whenever an artifact you control enters, this creature deals 1 damage to each opponent.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sticky Fingers Enchantment -- Aura Enchant creature Enchanted creature has menace and "Whenever this creature deals combat damage to a player, create a Treasure token." (It can't be blocked except by two or more creatures. The token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.") When enchanted creature dies, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sticky Fingers Enchantment -- Aura Enchant creature Enchanted creature has menace and "Whenever this creature deals combat damage to a player, create a Treasure token." (It can't be blocked except by two or more creatures. The token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.") When enchanted creature dies, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sticky Fingers Enchantment -- Aura Enchant creature Enchanted creature has menace and "Whenever this creature deals combat damage to a player, create a Treasure token." (It can't be blocked except by two or more creatures. The token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.") When enchanted creature dies, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sticky Fingers Enchantment -- Aura Enchant creature Enchanted creature has menace and "Whenever this creature deals combat damage to a player, create a Treasure token." (It can't be blocked except by two or more creatures. The token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.") When enchanted creature dies, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Torch the Tower R Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Treasure Vault Artifact Land {T}: Add {C}. {X}{X}, {T}, Sacrifice this land: Create X Treasure tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Treasure Vault Artifact Land {T}: Add {C}. {X}{X}, {T}, Sacrifice this land: Create X Treasure tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vraska's Contempt 2 B B Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Anger of the Gods 1 R R Sorcery Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anger of the Gods 1 R R Sorcery Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fry 1 R Instant This spell can't be countered. Fry deals 5 damage to target creature or planeswalker that's white or blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fry 1 R Instant This spell can't be countered. Fry deals 5 damage to target creature or planeswalker that's white or blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grafdigger's Cage 1 Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karn, Scion of Urza 4 Legendary Planeswalker -- Karn [+1]: Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it. [-1]: Put a card you own with a silver counter on it from exile into your hand. [-2]: Create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Noxious Gearhulk 4 B B Artifact Creature -- Construct Menace When this creature enters, you may destroy another target creature. If a creature is destroyed this way, you gain life equal to its toughness. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pithing Needle 1 Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ratchet Bomb 2 Artifact {T}: Put a charge counter on this artifact. {T}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrabbling Claws 1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scrabbling Claws 1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	