

## Anoint with Affliction ①(B)

Instant

Exile target creature if it has mana value 3 or less.  
Corrupted -- Exile that creature instead if its controller has three or more poison counters.

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## Archfiend of the Dross (2)(B)(B)

Creature -- Phyrexian Demon

Flying  
This creature enters with four oil  
counters on it.  
At the beginning of your upkeep,  
remove an oil counter from this  
creature. Then if it has no oil  
counters on it, you lose the game.  
Whenever a creature an opponent  
controls dies, its controller loses  
2 life.

6/6

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6/6

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## Blackleave Cliffs

Land

This land enters tapped unless you control two or fewer other lands.  
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blackleaf Cliffs

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| <div><div>Blazemire Verge</div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>Blazemire Verge</div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>Blazemire Verge</div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {R}. Activate only if you control a Swamp or a Mountain.</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> | <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> | <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> | <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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| <b>Bloodletter of Aclazotz</b> ①B B B<br>Creature -- Vampire Demon<br>Flying<br>If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.)<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Bloodletter of Aclazotz</b> ①B B B<br>Creature -- Vampire Demon<br>Flying<br>If an opponent would lose life during your turn, they lose twice that much life instead. (Damage causes loss of life.)<br><div>2/4</div> 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>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>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>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>Fable of the Mirror-Breaker</b> ②R<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 - reisenza - 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

Fable of the Mirror-Breaker2R

Enchantment -- Saga

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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

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2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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Go for the Throat1B

Instant

Destroy target nonartifact creature.

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| <div><div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>Destroy target nonartifact creature.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                         | <div><div><div>Haunted Ridge</div></div><div><div>Land</div><div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {B} or {R}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                             | <div><div><div>Hive of the Eye Tyrant</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>Hive of the Eye Tyrant</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>Invoke Despair</div><div><div>1</div><div>B</div><div>B</div><div>B</div><div>B</div></div></div><div><div>Sorcery</div><div>Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Mutavault</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Mutavault</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                             | <div><div><div>Mutavault</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.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.

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## Sheoldred's Edict

① ②

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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## Sulfurous Springs

Land

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

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Land

```
{T}: Add {C}.
{T}: Add {B} or {R}. This land deals
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```

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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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## Swamp

Basic Land -- Swamp

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

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## Thoughtseize

ⓑ

Sorcery

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

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| <div> <b>Thoughtseize</b> <span>(B)</span> </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                              | <div> <b>Thoughtseize</b> <span>(B)</span> </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                              | <div> <b>Thoughtseize</b> <span>(B)</span> </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                              | <div> <b>Unholy Annex</b> <span>(2)(B)</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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Unholy Annex</b> <span>(2)(B)</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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Unholy Annex</b> <span>(2)(B)</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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Unholy Annex</b> <span>(2)(B)</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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Unstoppable Slasher</b> <span>(2)(B)</span> </div> <div>Creature -- Zombie Assassin</div> <div> <p>Deathtouch</p> <p>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.</p> <p>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>            |
| <div> <b>Ritual Chamber</b> <span>(3)(B)(B)</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>Ritual Chamber</b> <span>(3)(B)(B)</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>Ritual Chamber</b> <span>(3)(B)(B)</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> <span>2/3</span> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                                                               |

Playtest cards - reisenza - Pioneer (Pioneer Challenge 32)

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Unstoppable Slasher</b> (2)(B)<br>Creature -- Zombie Assassin<br><hr/> Deathtouch<br>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Unstoppable Slasher</b> (2)(B)<br>Creature -- Zombie Assassin<br><hr/> Deathtouch<br>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Unstoppable Slasher</b> (2)(B)<br>Creature -- Zombie Assassin<br><hr/> Deathtouch<br>Whenever this creature deals combat damage to a player, they lose half their life, rounded up.<br>When this creature dies, if it had no counters on it, return it to the battlefield tapped under its owner's control with two stun counters on it.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Urborg, Tomb of Yawgmoth</b><br>Legendary Land<br><hr/> Each land is a Swamp in addition to its other land types.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                              |
| <b>Abrade</b> (1)(R)<br>Instant<br><hr/> Choose one --<br>* Abrade deals 3 damage to target creature.<br>* Destroy target artifact.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                 | <b>Anger of the Gods</b> (1)(R)(R)<br>Sorcery<br><hr/> Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                | <b>Extinction Event</b> (3)(B)<br>Sorcery<br><hr/> Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                   | <b>Ghost Vacuum</b> (1)<br>Artifact<br><hr/> {T}: Exile target card from a graveyard.<br>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.<br><div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

① B B B B

Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.

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1 B B B B

Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker.

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① R

Whenever a player casts a noncreature spell, this creature deals damage to that player equal to the number of noncreature spells they've cast this turn.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② R

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1/4

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1/4

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1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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."  
Crew 3

4/4

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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

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| <div> <div>Torch the Tower</div> <div>(R)</div> </div> <div> <div>Instant</div> <div> <p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p> <p>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.</p> <p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Unlicensed Hearse</div> <div>(2)</div> </div> <div> <div>Artifact -- Vehicle</div> <div> <p>{T}: Exile up to two target cards from a single graveyard.</p> <p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p> <p>Crew 2</p> </div> <div>[sideboard]</div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Unlicensed Hearse</div> <div>(2)</div> </div> <div> <div>Artifact -- Vehicle</div> <div> <p>{T}: Exile up to two target cards from a single graveyard.</p> <p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p> <p>Crew 2</p> </div> <div>[sideboard]</div> <div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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