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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>Cut Down</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div>Cut Down</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div>Cut Down</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</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> |

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| <div><div><div>Fountainport</div><div>Land</div><div><div><div><div>{T}: Add {C}.</div><div>{2}, {T}, Sacrifice a token: Draw a card.</div><div>{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.</div><div>{4}, {T}: Create a Treasure token.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Go for the Throat</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> |
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| <b>Hopeless Nightmare</b> <span>(B)</span><br><hr/> Enchantment<br><hr/> <p>When this enchantment enters, each opponent discards a card and loses 2 life.</p> <p>When this enchantment is put into a graveyard from the battlefield, scry 2.</p> <p>{2}{B}: Sacrifice this enchantment.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                              | <b>Horned Stoneseeker</b> <span>(1)(R)</span><br><hr/> Creature -- Lizard<br><hr/> Menace<br><p>When this creature enters, create a tapped Powerstone token. (It's an artifact with "{T}: Add {C}". This mana can't be spent to cast a nonartifact spell.)</p> <p>When this creature leaves the battlefield, sacrifice a Powerstone.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                            | <b>Horned Stoneseeker</b> <span>(1)(R)</span><br><hr/> Creature -- Lizard<br><hr/> Menace<br><p>When this creature enters, create a tapped Powerstone token. (It's an artifact with "{T}: Add {C}". This mana can't be spent to cast a nonartifact spell.)</p> <p>When this creature leaves the battlefield, sacrifice a Powerstone.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                            | <b>Horned Stoneseeker</b> <span>(1)(R)</span><br><hr/> Creature -- Lizard<br><hr/> Menace<br><p>When this creature enters, create a tapped Powerstone token. (It's an artifact with "{T}: Add {C}". This mana can't be spent to cast a nonartifact spell.)</p> <p>When this creature leaves the battlefield, sacrifice a Powerstone.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                            |
| <b>Horned Stoneseeker</b> <span>(1)(R)</span><br><hr/> Creature -- Lizard<br><hr/> Menace<br><p>When this creature enters, create a tapped Powerstone token. (It's an artifact with "{T}: Add {C}". This mana can't be spent to cast a nonartifact spell.)</p> <p>When this creature leaves the battlefield, sacrifice a Powerstone.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Hostile Investigator</b> <span>(3)(B)</span><br><hr/> Creature -- Ogre Rogue Detective<br><hr/> <p>When this creature enters, target opponent discards a card.</p> <p>Whenever one or more players discard one or more cards, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Hostile Investigator</b> <span>(3)(B)</span><br><hr/> Creature -- Ogre Rogue Detective<br><hr/> <p>When this creature enters, target opponent discards a card.</p> <p>Whenever one or more players discard one or more cards, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Hostile Investigator</b> <span>(3)(B)</span><br><hr/> Creature -- Ogre Rogue Detective<br><hr/> <p>When this creature enters, target opponent discards a card.</p> <p>Whenever one or more players discard one or more cards, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - furuta, kento - Standard (??? ~???????~ Izzet Explosive Experiment Event)

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

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.

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| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                   | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                   | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                   |
| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Preacher of the Schism 2B</div> <div>Creature -- Vampire Cleric</div> <div>Deathtouch<br/>Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.<br/>Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Preacher of the Schism 2B</div> <div>Creature -- Vampire Cleric</div> <div>Deathtouch<br/>Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.<br/>Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Preacher of the Schism 2B</div> <div>Creature -- Vampire Cleric</div> <div>Deathtouch<br/>Whenever this creature attacks the player with the most life or tied for most life, create a 1/1 white Vampire creature token with lifelink.<br/>Whenever this creature attacks while you have the most life or are tied for most life, you draw a card and you lose 1 life.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Raucous Theater</div> <div>Land -- Swamp Mountain</div> <div>{T}: Add {B} or {R}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                  | <div>Rottenmouth Viper</div> <div>Creature -- Elemental Snake</div> <div>As an additional cost to cast this spell, you may sacrifice any number of nonland permanents. This spell costs {1} less to cast for each permanent sacrificed this way. Whenever this creature enters or attacks, put a blight counter on it. Then for each blight counter on it, each opponent loses 4 life unless that player sacrifices a nonland permanent of their choice or discards a card.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Rottenmouth Viper</div> <div>Creature -- Elemental Snake</div> <div>As an additional cost to cast this spell, you may sacrifice any number of nonland permanents. This spell costs {1} less to cast for each permanent sacrificed this way. Whenever this creature enters or attacks, put a blight counter on it. Then for each blight counter on it, each opponent loses 4 life unless that player sacrifices a nonland permanent of their choice or discards a card.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Rottenmouth Viper</div> <div>Creature -- Elemental Snake</div> <div>As an additional cost to cast this spell, you may sacrifice any number of nonland permanents. This spell costs {1} less to cast for each permanent sacrificed this way. Whenever this creature enters or attacks, put a blight counter on it. Then for each blight counter on it, each opponent loses 4 life unless that player sacrifices a nonland permanent of their choice or discards a card.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                             | <div>The Infamous Cruelclaw 1BR</div> <div>Legendary Creature -- Weasel Mercenary</div> <div>Menace</div> <div>Whenever The Infamous Cruelclaw deals combat damage to a player, exile cards from the top of your library until you exile a nonland card. You may cast that card by discarding a card rather than paying its mana cost.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>The Infamous Cruelclaw 1BR</div> <div>Legendary Creature -- Weasel Mercenary</div> <div>Menace</div> <div>Whenever The Infamous Cruelclaw deals combat damage to a player, exile cards from the top of your library until you exile a nonland card. You may cast that card by discarding a card rather than paying its mana cost.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                             | <div>The Infamous Cruelclaw 1BR</div> <div>Legendary Creature -- Weasel Mercenary</div> <div>Menace</div> <div>Whenever The Infamous Cruelclaw deals combat damage to a player, exile cards from the top of your library until you exile a nonland card. You may cast that card by discarding a card rather than paying its mana cost.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Abrade 1R</div> <div>Instant</div> <div>Choose one --</div> <div>* Abrade deals 3 damage to target creature.</div> <div>* Destroy target artifact.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Abrade 1R</div> <div>Instant</div> <div>Choose one --</div> <div>* Abrade deals 3 damage to target creature.</div> <div>* Destroy target artifact.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                        | <div>Aclazotz, Deepest Betrayal 3BB</div> <div>Legendary Creature -- Bat God</div> <div>Flying, lifelink</div> <div>Whenever Aclazotz attacks, each opponent discards a card. For each opponent who can't, you draw a card.</div> <div>Whenever an opponent discards a land card, create a 1/1 black Bat creature token with flying.</div> <div>When Aclazotz dies, return it to the battlefield tapped and transformed under its owner's control.</div> <div>[sideboard]</div> <div>4/4</div> <div>----- BACK FACE -----</div> <div>Temple of the Dead</div> <div>Land</div> <div>(Transforms from Aclazotz, Deepest Betrayal.)</div> <div>{T}: Add {B}.</div> <div>{2}{B}, {T}: Transform this land.</div> <div>Activate only if a player has one or fewer cards in hand and only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Brotherhood's End 1RR</div> <div>Sorcery</div> <div>Choose one --</div> <div>* Brotherhood's End deals 3 damage to each creature and each planeswalker.</div> <div>* Destroy all artifacts with mana value 3 or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                     |

Playtest cards - furuta, kento - Standard (??? ~???????~ Izzet Explosive Experiment Event)

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| <div><div>Soul-Guide Lantern</div><div>1</div></div> <div>Artifact</div> <div>When this artifact enters, exile target card from a graveyard.<br/>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Soul-Guide Lantern</div><div>1</div></div> <div>Artifact</div> <div>When this artifact enters, exile target card from a graveyard.<br/>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Tectonic Hazard</div><div>R</div></div> <div>Sorcery</div> <div>Tectonic Hazard deals 1 damage to each opponent and each creature they control.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <div><div>Tectonic Hazard</div><div>R</div></div> <div>Sorcery</div> <div>Tectonic Hazard deals 1 damage to each opponent and each creature they control.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            |

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| <div> <div> Urabrask's Forge 2R </div> <div> Artifact </div> <div> <p>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Urabrask's Forge 2R </div> <div> Artifact </div> <div> <p>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Urabrask's Forge 2R </div> <div> Artifact </div> <div> <p>At the beginning of combat on your turn, put an oil counter on this artifact, then create an X/1 red Phyrexian Horror creature token with trample and haste, where X is the number of oil counters on this artifact. Sacrifice that token at the beginning of the next end step.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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