

Ashnod, Flesh Mechanist B Legendary Creature -- Human Artificer Deathtouch Whenever Ashnod attacks, you may sacrifice another creature. If you do, create a tapped Powerstone token. {5}, Exile a creature card from your graveyard: Create a tapped 3/3 colorless Zombie artifact creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ashnod, Flesh Mechanist B Legendary Creature -- Human Artificer Deathtouch Whenever Ashnod attacks, you may sacrifice another creature. If you do, create a tapped Powerstone token. {5}, Exile a creature card from your graveyard: Create a tapped 3/3 colorless Zombie artifact creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blacksmith's Talent R Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a colorless Equipment artifact token named Sword with "Equipped creature gets +1/+1" and equip {2}. {2}{R}: Level 2 At the beginning of combat on your turn, attach target Equipment you control to up to one target creature you control. {3}{R}: Level 3 During your turn, equipped creatures you control have double strike and haste. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blacksmith's Talent R Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a colorless Equipment artifact token named Sword with "Equipped creature gets +1/+1" and equip {2}. {2}{R}: Level 2 At the beginning of combat on your turn, attach target Equipment you control to up to one target creature you control. {3}{R}: Level 3 During your turn, equipped creatures you control have double strike and haste. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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B R

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

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®

Sorcery

Destroy target artifact. If you controlled that artifact, create three 1/1 red Phyrexian Goblin creature tokens.

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Basic Land -- Mountain

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

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

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	Nowhere to Run1B Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nowhere to Run1B Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pitiless Carnage3B Sorcery Sacrifice any number of permanents you control, then draw that many cards. Plot {1}{B}{B} (You may pay {1}{B}{B} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pitiless Carnage3B Sorcery Sacrifice any number of permanents you control, then draw that many cards. Plot {1}{B}{B} (You may pay {1}{B}{B} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Popular Egotist2B Creature -- Human Rogue {1}{B}, Sacrifice another creature or enchantment: This creature gains indestructible until end of turn. Tap it. (Damage and effects that say "destroy" don't destroy it.) Whenever you sacrifice a permanent, target opponent loses 1 life and you gain 1 life. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Popular Egotist2B Creature -- Human Rogue {1}{B}, Sacrifice another creature or enchantment: This creature gains indestructible until end of turn. Tap it. (Damage and effects that say "destroy" don't destroy it.) Whenever you sacrifice a permanent, target opponent loses 1 life and you gain 1 life. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

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 5/10 - 8 cards - 2.5 x 3.5 in each

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Whenever an enchantment you control is put into a graveyard from the battlefield, create a 1/1 black Rat creature token with "This token can't block."

{1}{B}: This creature gains deathtouch until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever an enchantment you control is put into a graveyard from the battlefield, create a 1/1 black Rat creature token with "This token can't block."

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

As an additional cost to cast this spell, sacrifice a creature or enchantment or pay {2}. Betrayer's Bargain deals 5 damage to target creature. If that creature would die this turn, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

As an additional cost to cast this spell, sacrifice a creature or enchantment or pay {2}. Betrayer's Bargain deals 5 damage to target creature. If that creature would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Destroy target creature. If a creature card is put into a graveyard this way, return it to the battlefield under your control. Sacrifice it at the beginning of your next end step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Destroy target creature. If a creature card is put into a graveyard this way, return it to the battlefield under your control. Sacrifice it at the beginning of your next end step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cut Down B Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cut Down B Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghost Vacuum 1 Artifact {T}: Exile target card from a graveyard. {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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghost Vacuum 1 Artifact {T}: Exile target card from a graveyard. {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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Invasion of Azgol(B)(R) Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, target player sacrifices a creature or planeswalker of their choice and loses 1 life. [sideboard] D 4 Ashen Reaper Creature -- Zombie Elemental Menace At the beginning of your end step, put a +1/+1 counter on this creature if a permanent was put into a graveyard from the battlefield this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nowhere to Run(1)(B) Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nowhere to Run(1)(B) Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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