

Acłazotz, Deepest Betrayal

Card

- - - OTHER FACE - - -

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Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Blackcleave Cliffs

Land

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

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Blackleaf Cliffs

Land

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

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Blackcleave Cliffs

Land

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Blooming Marsh

Land

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

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Blooming Marsh

Land

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

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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 1/10 - 8 cards - 2.5 x 3.5 in each

Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Fear of Missing Out (1)(R) Enchantment Creature -- Nightmare When this creature enters, discard a card, then draw a card. Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Missing Out (1)(R) Enchantment Creature -- Nightmare When this creature enters, discard a card, then draw a card. Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Missing Out (1)(R) Enchantment Creature -- Nightmare When this creature enters, discard a card, then draw a card. Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fear of Missing Out (1)(R) Enchantment Creature -- Nightmare When this creature enters, discard a card, then draw a card. Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Glissa Sunslayer (1)(B)(G) Legendary Creature -- Phyrexian Zombie Elf First strike, deathtouch Whenever Glissa Sunslayer deals combat damage to a player, choose one -- * You draw a card and lose 1 life. * Destroy target enchantment. * Remove up to three counters from target permanent. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glissa Sunslayer (1)(B)(G) Legendary Creature -- Phyrexian Zombie Elf First strike, deathtouch Whenever Glissa Sunslayer deals combat damage to a player, choose one -- * You draw a card and lose 1 life. * Destroy target enchantment. * Remove up to three counters from target permanent. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lord Skitter, Sewer King ②③ Legendary Creature -- Rat Noble Whenever another Rat you control enters, exile up to one target card from an opponent's graveyard. At the beginning of combat on your turn, create a 1/1 black Rat creature token with "This token can't block." 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lord Skitter, Sewer King ②③ Legendary Creature -- Rat Noble Whenever another Rat you control enters, exile up to one target card from an opponent's graveyard. At the beginning of combat on your turn, create a 1/1 black Rat creature token with "This token can't block." 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mosswood Dreadknight ①⑥ Creature -- Human Knight Trample When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn. 3/2 ----- ADVENTURE ----- Dread Whispers ①③ Sorcery -- Adventure You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mosswood Dreadknight ①⑥ Creature -- Human Knight Trample When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn. 3/2 ----- ADVENTURE ----- Dread Whispers ①③ Sorcery -- Adventure You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Balemurk ③③③ Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overlord of the Balemurk (3)(B)(B) Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plaza of Heroes Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plaza of Heroes Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Push (1)(4/B) Sorcery Destroy target tapped creature. ----- RIGHT HALF ----- Pull (4)(B)(B) Sorcery Put up to two target creature cards from a single graveyard onto the battlefield under your control. They gain haste until end of turn. Sacrifice them at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Card

OTHER FACE

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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① ② B

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2 B B

Legendary Creature -- Phyrexian Praetor

Deathtouch

Whenever you draw a card, you gain 2 life.

Whenever an opponent draws a card,
they lose 2 life.

4/5

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2 B B

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4/5

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Land

$\{T\}$: Add $\{C\}$.

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

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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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Swamp

Basic Land -- Swamp

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

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Trumpeting Carnosaur ④ⓇⓇ

Creature -- Dinosaur

Trample
When this creature enters, discover 5.
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trumpeting Carnosaur (4)(R)(R)

Creature -- Dinosaur

Trample
When this creature enters, discover 5.
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

7/6

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When this creature enters, discover
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7/6

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Unstoppable Slasher (2)(B)

Creature -- Zombie Assassin

Deathtouch

Whenever this creature deals combat damage to a player, they lose half their life, rounded up.

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.

2/3

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Unstoppable Slasher (2)(B)

Creature -- Zombie Assassin

Deathtouch
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2/3

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Virtue of Persistence (5)(B)(B) Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. ----- ADVENTURE ----- Loathwain Scorn (1)(B) Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virtue of Persistence (5)(B)(B) Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. ----- ADVENTURE ----- Loathwain Scorn (1)(B) Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virtue of Persistence (5)(B)(B) Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. ----- ADVENTURE ----- Loathwain Scorn (1)(B) Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virtue of Persistence (5)(B)(B) Enchantment At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. ----- ADVENTURE ----- Loathwain Scorn (1)(B) Sorcery -- Adventure Target creature gets -3/-3 until end of turn. You gain 2 life. 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	Cut Down (B) Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deadly Cover-Up (3)(B)(B) Sorcery As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [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]	Gix's Command ③B B Sorcery Choose two -- * Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn. * Destroy each creature with power 2 or less. * Return up to two creature cards from your graveyard to your hand. * Each opponent sacrifices a creature with the greatest power among creatures they control. [sideboard]	Leyline of the Void ②B B Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard]	Leyline of the Void ②B B Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard]
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Leyline of the Void ②B B Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard]	Obstinate Baloth ②G G Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard]	Obstinate Baloth ②G G Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard]	Obstinate Baloth ②G G Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard]
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Obstinate Baloth 2GG Creature -- Beast When this creature enters, you gain 4 life. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The End 2BB Instant This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The End 2BB Instant This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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