

Aclazotz, Deepest Betrayal

3

B

B

Legendary Creature -- Bat God

Flying, lifelink  
Whenever Aclazotz attacks, each opponent discards a card. For each opponent who can't, you draw a card.  
Whenever an opponent discards a land card, create a 1/1 black Bat creature token with flying.  
When Aclazotz dies, return it to the battlefield tapped and transformed under its owner's control.

4/4

-- -- BACK FACE -- --

Temple of the Dead

Land

(Transforms from Aclazotz, Deepest Betrayal.)  
{T}: Add {B}.  
{2}{B}, {T}: Transform this land.  
Activate only if a player has one or fewer cards in hand and only as a sorcery.

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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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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}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cut Down

B

Instant

Destroy target creature with total power and toughness 5 or less.

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Destroy target creature with total power and toughness 5 or less.

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Flying, lifelink  
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

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① ⑧

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When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

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① ②

**Flying, lifelink**  
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

**1/1**

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

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| <b>Gix's Command</b> (3)(B)(B)<br>Sorcery<br>Choose two --<br>* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.<br>* Destroy each creature with power 2 or less.<br>* Return up to two creature cards from your graveyard to your hand.<br>* Each opponent sacrifices a creature with the greatest power among creatures they control.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Gix's Command</b> (3)(B)(B)<br>Sorcery<br>Choose two --<br>* Put two +1/+1 counters on up to one creature. It gains lifelink until end of turn.<br>* Destroy each creature with power 2 or less.<br>* Return up to two creature cards from your graveyard to your hand.<br>* Each opponent sacrifices a creature with the greatest power among creatures they control.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Glissa Sunslayer</b> (1)(B)(G)<br>Legendary Creature -- Phyrexian Zombie Elf<br>First strike, deathtouch<br>Whenever Glissa Sunslayer deals combat damage to a player, choose one --<br>* You draw a card and lose 1 life.<br>* Destroy target enchantment.<br>* Remove up to three counters from target permanent.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Glissa Sunslayer</b> (1)(B)(G)<br>Legendary Creature -- Phyrexian Zombie Elf<br>First strike, deathtouch<br>Whenever Glissa Sunslayer deals combat damage to a player, choose one --<br>* You draw a card and lose 1 life.<br>* Destroy target enchantment.<br>* Remove up to three counters from target permanent.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Glissa Sunslayer</b> (1)(B)(G)<br>Legendary Creature -- Phyrexian Zombie Elf<br>First strike, deathtouch<br>Whenever Glissa Sunslayer deals combat damage to a player, choose one --<br>* You draw a card and lose 1 life.<br>* Destroy target enchantment.<br>* Remove up to three counters from target permanent.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                    | <b>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                        | <b>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                     | <b>Go for the Throat</b> (1)(B)<br>Instant<br>Destroy target nonartifact creature.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                     |

Playtest cards - ??, ?? - Standard (????????????????????Japan Standard Cup: "Tarkir:

sheet 3/10 - 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><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Kishla Village</div><div></div></div> <div><div>Land</div><div>This land enters tapped unless you control an Island or a Swamp.<br/>{T}: Add {G}.<br/>{3}{G}, {T}: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Kishla Village</div><div></div></div> <div><div>Land</div><div>This land enters tapped unless you control an Island or a Swamp.<br/>{T}: Add {G}.<br/>{3}{G}, {T}: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Llanowar Elves</div><div><div>G</div></div></div> <div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div></div> <div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                 |
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| <div>Mosswood Dreadknight</div> <div>1G</div> <div>Creature -- Human Knight</div> <div>Trample</div> <div>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> <div>3/2</div> <div>-----ADVENTURE-----</div> <div>Dread Whispers</div> <div>1B</div> <div>Sorcery -- Adventure</div> <div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mosswood Dreadknight</div> <div>1G</div> <div>Creature -- Human Knight</div> <div>Trample</div> <div>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> <div>3/2</div> <div>-----ADVENTURE-----</div> <div>Dread Whispers</div> <div>1B</div> <div>Sorcery -- Adventure</div> <div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mosswood Dreadknight</div> <div>1G</div> <div>Creature -- Human Knight</div> <div>Trample</div> <div>When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.</div> <div>3/2</div> <div>-----ADVENTURE-----</div> <div>Dread Whispers</div> <div>1B</div> <div>Sorcery -- Adventure</div> <div>You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Preacher of the Schism</div> <div>2B</div> <div>Creature -- Vampire Cleric</div> <div>Deathtouch</div> <div>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.</div> <div>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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| <b>Preacher of the Schism</b> (2)(B)<br><hr/> Creature -- Vampire Cleric<br><hr/> 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.<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Qarsi Revenant</b> (1)(B)(B)<br><hr/> Creature -- Vampire<br><hr/> Flying, deathtouch, lifelink<br>Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                    | <b>Qarsi Revenant</b> (1)(B)(B)<br><hr/> Creature -- Vampire<br><hr/> Flying, deathtouch, lifelink<br>Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                    | <b>Qarsi Revenant</b> (1)(B)(B)<br><hr/> Creature -- Vampire<br><hr/> Flying, deathtouch, lifelink<br>Renew -- {2}{B}, Exile this card from your graveyard: Put a flying counter, a deathtouch counter, and a lifelink counter on target creature. Activate only as a sorcery.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                    |
| <b>Restless Cottage</b><br><hr/> Land<br><hr/> This land enters tapped.<br>{T}: Add {B} or {G}.<br>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                           | <b>Restless Cottage</b><br><hr/> Land<br><hr/> This land enters tapped.<br>{T}: Add {B} or {G}.<br>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Restless Cottage</b><br><hr/> Land<br><hr/> This land enters tapped.<br>{T}: Add {B} or {G}.<br>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Restless Cottage</b><br><hr/> Land<br><hr/> This land enters tapped.<br>{T}: Add {B} or {G}.<br>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div>Sentinel of the Nameless City 26</div> <div>Creature -- Merfolk Warrior Scout</div> <div>Vigilance<br/>Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sentinel of the Nameless City 26</div> <div>Creature -- Merfolk Warrior Scout</div> <div>Vigilance<br/>Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sheoldred, the Apocalypse 2BB</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sheoldred, the Apocalypse 2BB</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                 | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                 | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                               | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                               |

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| <div><div>Wastewood Verge</div><div>Land</div><div><div>{T}: Add {G}.</div><div>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                            | <div><div>Wastewood Verge</div><div>Land</div><div><div>{T}: Add {G}.</div><div>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                             | <div><div>Wastewood Verge</div><div>Land</div><div><div>{T}: Add {G}.</div><div>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                             | <div><div>Wastewood Verge</div><div>Land</div><div><div>{T}: Add {G}.</div><div>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                             |
| <div><div>Choking Miasma</div><div>Sorcery</div><div><div>Kicker {G} (You may pay an additional {G} as you cast this spell.)</div><div>If this spell was kicked, put a +1/+1 counter on a creature you control.</div><div>All creatures get -2/-2 until end of turn.</div></div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Duress</div><div>Sorcery</div><div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Duress</div><div>Sorcery</div><div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Duress</div><div>Sorcery</div><div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Ghost Vacuum</div><div>1</div></div> <div>Artifact</div> <div><p>{T}: Exile target card from a graveyard.</p><p>{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.</p></div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Ghost Vacuum</div><div>1</div></div> <div>Artifact</div> <div><p>{T}: Exile target card from a graveyard.</p><p>{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.</p></div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Nissa, Ascended Animist</div><div>3GGGP</div></div> <div>Legendary Planeswalker -- Nissa</div> <div><p>Completed ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.)</p><p>[+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty.</p><p>[-1]: Destroy target artifact or enchantment.</p><p>[-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample.</p></div> <div>[sideboard]</div> <div><div>L 7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Nissa, Ascended Animist</div><div>3GGGP</div></div> <div>Legendary Planeswalker -- Nissa</div> <div><p>Completed ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.)</p><p>[+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty.</p><p>[-1]: Destroy target artifact or enchantment.</p><p>[-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample.</p></div> <div>[sideboard]</div> <div><div>L 7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Obstinate Baloth</div><div>2GG</div></div> <div>Creature -- Beast</div> <div><p>When this creature enters, you gain 4 life.</p><p>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.</p></div> <div>[sideboard]</div> <div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                | <div><div>Obstinate Baloth</div><div>2GG</div></div> <div>Creature -- Beast</div> <div><p>When this creature enters, you gain 4 life.</p><p>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.</p></div> <div>[sideboard]</div> <div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                | <div><div>Obstinate Baloth</div><div>2GG</div></div> <div>Creature -- Beast</div> <div><p>When this creature enters, you gain 4 life.</p><p>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.</p></div> <div>[sideboard]</div> <div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                            | <div><div>Tear Asunder</div><div>1G</div></div> <div>Instant</div> <div><p>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)</p><p>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</p></div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                       |

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| <div> <div>Tear Asunder</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Instant</div> <div> <div>Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)</div> <div>Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tranquil Frillback</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div> <div>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --</div> <div> <div>* Destroy target artifact or enchantment.</div> <div>* Exile target player's graveyard.</div> <div>* You gain 4 life.</div> </div> <div>[sideboard]</div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tranquil Frillback</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Creature -- Dinosaur</div> <div> <div>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --</div> <div> <div>* Destroy target artifact or enchantment.</div> <div>* Exile target player's graveyard.</div> <div>* You gain 4 life.</div> </div> <div>[sideboard]</div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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